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PLAYSTATION TEKKEN 3

ULTIMATE REVIEW OF THIS TOP RACER

GRAN TURISMO

✱ SIX-PAGE RESIDENT EVIL 2 GUIDE PLUS MISSION IMPOSSIBLE ON N64 ✱


ESCORT
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GIRLS! GIRLS! GIRLS!
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MAYFAIR
FINGER LICKING GOOD!
MAXI

WHATEVER ELSE PUTS YOU

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COMPUTER AND VIDEO GAMES #199 JUNE 1998









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MANAGING EDITOR:
ADAM SMALLMAN
EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
PRODUCTION EDITOR:
ABDUL MONTAQIM
ART EDITOR:
JAIME SMITH
DESIGNER
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA



CONTRIBUTORS:
PAUL GLANCEY, JASON FRENCH, KEITH AINSWORTH, CARL WHITE
THANKS TO:
CHRIS ANSELL, PETER DEVERY, KEVIN YANAGIHARA, JACKIE PLUMBRIDGE, JAMES LISLE, TSUYUMI TOYODA, DERRICK LYNCH
SPECIAL THANKS TO:
THE *TEKKEN 3* DEVELOPMENT TEAM!!!
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-972 6755
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Paradise Island:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
ADVERTISING DIRECTOR:
Julie Moore
SOFTWARE SALES MANAGER:
Julie Moore
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
SOFTWARE SALES EXECUTIVE:
Juile Moore
MAIL ORDER EXECUTIVE:
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Emma Minford
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

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emap. images

YOUR HOMEWORK DONE - MARGINAL COST

Of all the things that are terrible in life, homework has got to be down with the worst of them. So it's a sign of how much we truly love you that we do our homework. And, call us snobs if you like, we don't rush our homework either.

I'm talking about the long hours the CVG team put in to make sure you know exactly what's so great about the games you're playing – and exactly what's so disgraceful about the ones you definitely should not be playing.

Our brain-melting coverage of *Tekken 3* – the hardcore information and knockout screenshots – is proof that we're the best kind of swots you'll ever know. The World Cup special, in which we compare the best football games out there in time for the World Cup, has 'teacher's pet' written all over it. What a bunch of suckers, eh.

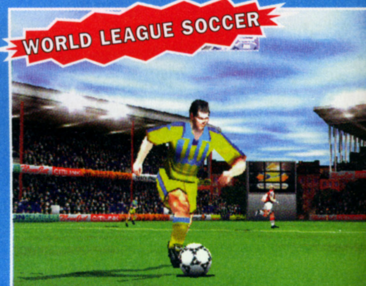
Are we embarrassed by this? No! In fact, GET LOST if you don't appreciate us being so damn conscientious.

Slap a sticker saying 'Kick me!' on our backs next time you see one of us in the street, if you like. But, you should try NOT to enjoy this latest issue of CVG. Go on, I challenge you – it's impossible!

PAUL







There are way too many football games to choose from. We've sorted them out though!

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Next month, CVG will be 200 issues old. This seems like a good time to find out which games are the best of the best. And who better to ask than YOU.

Look, we're not forcing you. We're not gonna bribe you either. This is all down to how much you care about your favourite games; how much you want to see the games that inspired you being placed at the top of the tree. Your opinion is all that matters.

The coupon you see here allows you to vote for 10 favourite games. These will be contribute to the top 100 games of all time. Your votes will count alongside some of gaming's greatest heroes – we're e-mailing the whole world for an opinion. Make sure you give yours!

**BEST GAMES EVER
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THE CVG TOP 100 GAMES OF ALL TIME

1. ....
BECAUSE... ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4 VERY GOOD



Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3 GOOD



Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 PRETTY BAD



Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1 VERY POOR



Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

PLAYSTATION TEKKEN 3

We got blown away by this game last issue, and we still haven't come down to earth. Take this game as soon as you get the chance. Get your hands on it to play sooner. Read our latest feature NOW.

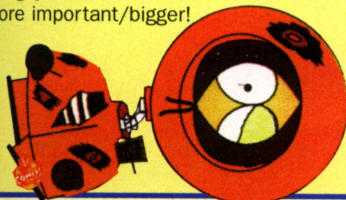


© Namco

SOUTH PARK



Sick, 'adult' humour. Jokes aimed at everything imaginable. And Kenny dies every single episode – "Oh my god, they killed Kenny...!". Well, opinions of this show are divided. But the guys who love it are more important/bigger!



KASUMI

We like Kasumi. She's so sexy, and so deadly (and a-lively). You know Tecmo had 11 people on the *Dead Or Alive* team. One of them was assigned ONLY to developing the bouncey breasts. And that's a FACT!





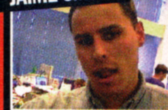
WORLD CUP SPECIAL

Well, it's the World Cup isn't it? You might think that we'd be bored of all the football games we've had to play. But NO! We're still mad for it – especially... now that would be telling. Read the feature this month.

PRODUCED BY THE VERY GODS OF GAMING

EDITORIAL

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- 1080° SNOWBOARDING
- TEKKEN 3
- QUAKE 2
- SFIII SECOND IMPACT
- QUAKE 64

He's old. He's skinny, like a piece of string that's been surgically split using laser technology, then ironed flat. He smells of cheap deodorant. He tells one boring joke that's the same all the time. Yet, he's popular. Why is Jaime Smith popular? Why is that? Watch 'When Boring Skinny Old People Become Popular', on Channel 4, on Monday at 9.30 pm!

TONY CORMACK

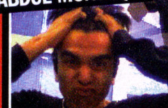


DESIGNER

CURRENT FAV GAMES:
- 1080° SNOWBOARDING
- SKATING
- WIPEOUT 2097
- TEKKEN 3
- WINNING ELEVEN

Introducing the man for whom padded-seat trousers were invented. Or does Tony construct these himself? Well, here's an opportunity for any budding entrepreneurs out there. Boney back-sides are a liability, and can ruin your furniture. Plus, they're no fun to kick. Also spare a thought for the owners, who get through six pairs of pants a day.

ABDUL MONTAQIM



PROD EDITOR

CURRENT FAV GAMES:
- TEKKEN 3
- TOMB RAIDER
- WIPEOUT 2097
- GOLDENEYE
- QUAKE 2

Has a habit of falling over when happy. Perhaps you know someone with the same problem. And it is a problem. Abdul is usually okay to hang out with – when he's not falling down all over the place. Why, just last week we were out and Abdul was being very good company indeed. Then he fell over, and that was the end of our night.

ALEX HUHTALA



STAFF WRITER

CURRENT FAV GAMES:
- GRAN TURISMO
- TEKKEN 3
- 1080° SNOWBOARDING
- VAMPIRE SAVIOR
- EHRGEIZ

Rapidly learning how to play six games at once in order to meet the demands of CVG. You're likely to have trouble finding Alex, since he's surrounded by stacks of cardboard boxes, magazines (all of which your mother would approve of), and toys (all of which...). Seriously, Alex packs up to eight Game Boys when he travels to stay in practice.

STEVE KEY



SENIOR WRITER

CURRENT FAV GAMES:
- RESIDENT EVIL 2
- W.L. SOCCER
- WORLD CUP '98
- WINNING ELEVEN
- QUAKE 2

Admit it, you're jealous of Steve Key. Jealous of Steve Key! And we'll tell you why: sexy hair. Yes, sexy – make no mistake. This is to draw your attention from his foul mouth and dangerous attitude. Now you're even more jealous because you're about as dangerous as a sponge ball. Sponge ball! Sponge ball! Soak yourself in a puddle of...

PAUL DAVIES



EDITOR

CURRENT FAV GAMES:
- TEKKEN 3
- GOLDENEYE
- VAMPIRE SAVIOR
- GRAN TURISMO
- DEAD OR ALIVE

Paul's brain operates at around 0.5 of a second slower than most, so he's not that great at *Tekken 3*. Paul will tell you that he is awesome. In reality... well, it's generally known that he's very much full of the honus bolonus, indeed. In fact we wouldn't be more surprised to hear that Tom Guise is better at *Tekken 3* than Paul, and maybe not as much.

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES:
- TEKKEN 3
- HARLEY DAVIDSON
- SEGA RALLY 2
- TIME CRISIS 2
- QUAKE 2 CTF

Thinks he's Bruce Lee because of Forest Law in *Tekken 3*. Tom's bought the shirt, and the attitude. Tom sincerely believes that he is now ready to kick ass at *Tekken 3*. We believe that he believes this. If only we believed that he can do it. Tom's shirt looks like a Chinese Restaurant uniform, and his attitude has all the power of fried noodles gone cold.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- COLIN McRAE RALLY
- VAMPIRE SAVIOR
- TEKKEN 3
- QUAKE 2
- BURNING RANGERS

So, it's the day before Monday. This would be Sunday, and the next day you're going to work. And, work isn't right next door to where you live which means you need to travel. And, since you don't own a cycle – or anything with wheels – you're looking to Public Transport for help. Or a long walk, which will take you hours. What the heck, Ed, take the walk.

NEWS



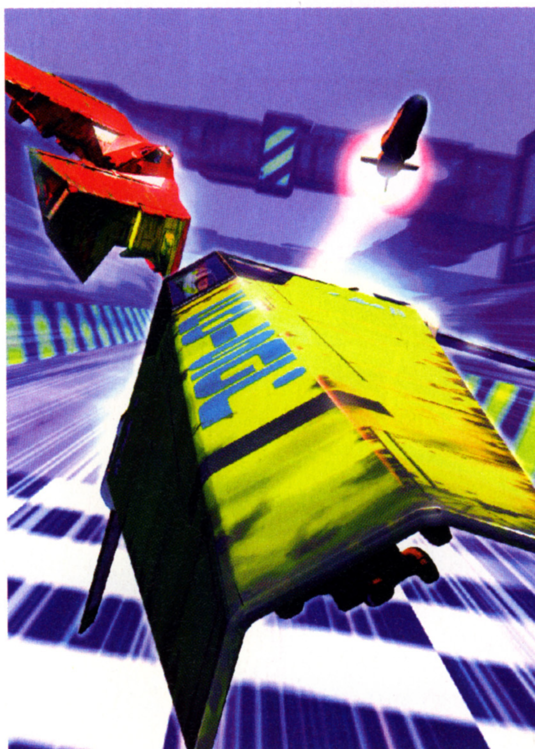


[PSYGNOSIS REVS UP N64 WIPEOUT]

Good news for N64 owners – Psygnosis has announced that it will be supporting the machine with some high-profile PlayStation conversions later this year.

First up will be a turbo-charged version of *WipEout*, which will apparently be an 'evolution' of the PlayStation games (ie, it won't be *WipEout 3*). *WipEout 64* will feature similar gameplay to its predeccesor (it's being designed by one of the PlayStation *2097* designers) but with some all-new tracks, and, most excitingof all, a split-screen multiplayer mode that will allow up to four players to race against each other. Pretty cool! Psygnosis' subsequent Nintendo releases have yet to be confirmed, but the speculation is that *Formula One '98*, *Destruction Derby* and a new *Tomb Raider*-esque action-adventure game called *ODT* will be among them.

Psygnosis has also announced that it is currently working on its first Digital Versatile Disk (DVD) game, due for release in November. From the sound of it *Lander* is a 3D version of that ancient arcade classic *Gravitar*, in which you pilot a lunar lander across alien landscapes and through subterranean caves, dodging laser fire from gun turrets and hauling pods from place to place. If you have one of these new high-capacity DVD drives installed in your PC you can expect the game to supply primo-quality MPEG2 video and Dolby Digital Surround Sound, but if you're not that wealthy you can play the slightly cut-down version on your 'old-fashioned' CD-ROM or PlayStation.



[MORE N64 DELAYS]

Surprise, surprise. The word on the street is that the release date for Nintendo's forthcoming blockbuster RPG, *Zelda: The Ocarina of Time*, has been put back AGAIN, this time until November. And that's just for the USA! Just what else can Shigeru Miyamoto's team be packing into that 256Mbit cart? Also, those of you gagging for the UK version of the rocking snowboard-sim *1080°* won't be on the shelves till the end of the year. Hopefully some-one's spending some extra time making sure the PAL game has no borders. Yeah.









Zelda 64 – don't hold your breath for the UK version.

[TEKKEN TO THE MAX!]

You reckon you're the master of *Tekken 3*, eh? Well, Namco are currently sorting the spuds from the hot potatoes with their own *Tekken 3* tournament. The Japanese round of the tournament was played at the Tokyo Game Show a couple of months back, and the winner is going on to do battle with American all-comers at E3, in a '*Tekken 3* to E3' do. Unfortunately, there are currently no plans to follow this up by bringing the tournament to Europe. The game isn't out officially until September, but surely the time would then be right for Namco or Sony to hold a European heat followed by a proper world championship. If you agree, send a postcard, marked, **OI! WE WANT A FIGHT!**, to the usual CVG address and we will pass on your outrage to the relevant people.



[DAYTONA RIDES AGAIN!]

We thought you'd like to see another early shot from Sega's next blockbuster Model 3 arcade game, *Daytona USA 2: Battle on the Edge*. The version we've seen only had one track, an oval circuit set inside a dome, but nevertheless the game is looking quite impressive. As in the original *Daytona USA*, the racing is in a no-holds barred, bump-'em-up, with body panels and boot lids flying. Generally it looks like *Scud Race* crossed with Saturn *Daytona CCE*. It's due in an arcade near you during the summer and we'd be surprised if it didn't make it as an early Katana release too.



[E3 ONLINE WITH CVG]

It's that time of the year again – the Electronics Entertainment Expo is coming. E3, where all the coming year's hot new games and hardware are premiered takes place between May 27th and 29th in Atlanta. We'll be there and we'll bring you all the gen on the aformentioned cool gear in next month's issue. If you can't wait till mid-June to read about it, though, git yo' ass on the Internet and head to our very own www.game-online.com where we'll be bringing you live E3 updates with screenshots, announcements and show reports as things happen! This information age! Incredible!

game online

BUY ONE...



[FIRST KATANA GAMES ON SHOW]

Remember *D2*, Warp's super-fancy adventure that was originally destined for Matushita's M2 console then moved over to Katana? Well, the Japanese developers are expected to be previewing the game on the new Sega hardware at their Japanese HQ on May 19th.

Ordinarily this would make the game a cert for an E3 showing, but as we go to pres rumours abound that Katana may not be on display at the Atlanta game expo at all. The word is that Sega US' CEO, Bernie Stolar, is still waiting for the nod from his Japanese masters before he can show off the machine. In our humble opinion it seems more likely that Katana WILL be on display, but only behind closed doors, to approved or prospective developers as well as members of the press – including us, hopefully!



How long have we been waiting for this game? Well we aren't gonna wait any longer, goddammit!

[BUSHIDO LATE]





Anyone looking forward to *Bushido Blade*, mentioned in CVG last month, will be disappointed to hear that the game probably won't be appearing in Europe for a while. Squaresoft has announced that it won't be publishing anything else in Europe until *Final Fantasy VIII* is released on PlayStation some time in 1999. Bummer!

[SONY GO SKATE-CRAZY]

Polish up your bearings, skate-kids, because Sony PlayStation are sponsoring the UK's first amateur skating competition for ten years. Prizes include a one-year PlayStation skating sponsorship deal, a trip to the USA for two with spending money, PlayStations, skateboards and other stuff.

There are five regional heats between June and August, with the final taking place in London in September. Competitions are divided into inline and skateboard categories and the heats take place at Derby, Stockport, London, Liverpool and Truro. Sony are even arranging for some hot DJ-type artists and bands, including The Dust Junkys, The Young Offenders, DJ Harry and Maximum Roach to provide some backing music. For the full list of dates and times, call Heidi Osborn on 0181 440 0053. And be polite!



[NEW HANDHELD!]

Tamagotchi king Bandai is expected to release a handheld console in Japan this summer. The company is remaining tight-lipped about the details, but it has been reported that the machine will have a high-res mono LCD screen like the Game Boy, as well as a link facility. Suggested price tag for the machine is between around $28, which will probably translate to around £20-£30.

Apparently Bandai has 30 titles ready to roll out with the machine (amongst them, almost certainly, will be some kind of Tamagotchi variant) and is in negotiation with third-party developers to get more underway. More news on this as it occurs.

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↓	5	SUPER MARIO 64
↓	6	MARIO KART 64
↓	7	QUAKE
↓	8	SNOWBOARD KIDS
NEW	9	TETRISPHERE
↓	10	F1 POLE POSITION

WORLD CUP '98 – TOPS ON N64!



GRAN TURISMO – PS RACE ACE!



PlayStation

NEW	1	WORLD CUP '98
NEW	2	GRAN TURISMO
NEW	3	RESIDENT EVIL 2
NEW	4	THREE LIONS
↓	5	TOMB RAIDER PLATINUM
-	6	CRASH BANDICOOT PLATINUM
↓	7	DIE HARD TRILOGY PLATINUM
↓	8	MICRO MACHINES V3 PLAT.
↓	9	TOMB RAIDER II
↓	10	FORMULA 1 '97

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MAIL BAG

IN ASSOCIATION WITH COMET GAME ZONE

It's your letters, it's your letters. Oh yes. As summer's in bloom, it's time to put your hands to good use and send us some scribblings. That's it really. What more do you want us to say? Thank you for giving us a good laugh over the April Fools gags, which many of you complained about because they insulted your intelligence. PLEASE! You only complained because you were so desperate to see Lara's naughty pixel bits! Still, keep the mail coming!

SUFFER THE LITTLE FOOLS

Dear CVG,
As a great fan of your magazine, I must inform you that I was disgusted with the April Fools jokes in issue #197. With *Yoshi's Story* on the cover and details of a *Resident Evil 2* special, I was looking forward to getting home and reading my 12th issue of your usually fantastic magazine. But I was in for a disappointment.

As my first ever CVG experience was the April edition of 1997, I was completely taken in by your nude cheat for *Tomb Raider* and the feature on "Ultimate Fighting Universe". When I read the next issue, realising these were petty jokes, I handled my disappointment and got on with my life. Even though you lied to me, I stuck with your magazine and reached my 12th issue today.

But these jokes were pathetic. With knowledge that the world already knew that your *Tomb Raider* cheat was made up, you went right ahead and did the same thing for *TR2*, only this time the song was *Never Ever* by All Saints. Surely noboby could fall for this awful lie.

So the bottom line is if you're going to make jokes like this, at least try to be original. I shall now put this issue with my collection, and try to forget this ever happened.
Simon Mealing, Manchester.

CVG: We can't believe the amount of people that are so desperate to see Lara nude! A bit worrying really. Haven't had a real girlfriend for a while then? While we're on the subject of April Fools though...

BRING OUT THE DUNCE CAP

Dear CVG,
I have a distress call. Please tell me if the Vectron Powerskin 3000XR is either connected to your system, or has a pack on it you put the game in? And why is it so cheap?
Adam Moran (hard man), Leeds



Dear CVG,
If you know of anyone who fell for the *Tomb Raider 2* nude cheat, can you give me their phone numbers so I can sell them some inflatable dart boards.
Peter Cook, London, SW15.

WIN A CONSOLE AND FIVE GAMES

Dear CVG,
I also hope that *Iznogoud* is made up (the name gives it away)
James Bell, Wiltshire.

Dear CVG,
Ultra Fernando Cousins looks like a great game, but I'm surprised Nintendo let it go on their format...
And lastly, could you please print the *Tomb Raider 2* nude cheat again in more detail or in full, 'cos I couldn't do it.
Stephen Leece, Orpington, Kent

Dear CVG,
In last months issue, you reviewed a game called Iznogoud in your mini reviews section. You described the game as "rubbish, dross, crap, garbage, cack, drivel, hogwash, pish, rot, plop, turd, balls, tat, junk." I beg to differ,

The game is exciting, superbly animated, exciting, has brilliant sounds and the enemies are some of the best I've seen! Yes, the game is a phenomenal experience, rich in originality and brilliance. Shame on CVG for all its ridicule, you obviously don't know a good game when you see one.
M. Sidhu, Wolverhampton.



CVG: Er, yeah... Anyway, can you believe we had more letters and calls from people trying to be clever by spotting Iznogoud as the April Fool when it is a genuine game! Blimey...

I WANT MORE SHOGI

Dear CVG,
I recently found a flaw in your otherwise amazing magazine and that is your coverage of games in development. Being a CVG addict, I get it every month and every month I get a preview of some of the better looking games currently having the finishing touches put on, then more information the following month and then low and behold, there's another four page spread been spent on a game that I've already had tons of info on. Let's take *Resident Evil 2* for example. Sure, it's one of the biggest PlayStation releases of the year, but did you really need to do a preview of it four months running and give it the front cover twice? Soon it will be up for review, and you'll no doubt devote some more space on this game that I, owning an N64 and PC have no interest in. So shouldn't you give an up-and-coming game just the one preview and a review when it is released?
David Oliver, Perth, Scotland.



CVG: Because we are and have always been a multi format mag, some readers are going to disagree with the coverage we give to games that they won't be playing. If we were to try and please everybody, the games coverage would get minute and have no information at all. We cover only the biggest games, and the ones that we know our readers want to see. Res Evil 2 was top of the Most Wanted chart for at least 4 months, so how can we NOT give a game as popular as that a large amount of coverage?

COMET SPONSORSHIP

At Comet Game Zone you can try out the latest games from the top three consoles on the market - Nintendo 64, PlayStation and Saturn - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

MONEY FOR NOTHING

Dear CVG,
I am writing to say why don't games makers give incentives for finishing games, such as money off vouchers for their other games or follow up titles. For example, finish *Tomb Raider* and get a fiver off *Tomb Raider 2*, which would also boost sales on older titles.
But how can this be done you're saying? Easy. At the end of the game you get a code number sacred to each game disc, to stop people from cheating. You then ring a phone number, quote your code and hey presto, A voucher in the post. Great idea or what?
Paul Hough, Cheshire.



CVG: The amount of hassle that would cause is enough for companies to not bother with that sort of thing. But if a game is insanely difficult or boring, would you really bother playing it all the way through? We think not.

GOAL! OFFSIDE! FOUL! REF!

Dear CVG,
My letter is in response to the thousands of brain dead morons out there who believe *FIFA* to be superior to *Actua Soccer 2* and *ISS 64*. Real names? So what? And besides, both *ISS* and *Actua* feature full team edit modes.

FIFA may have big name commentators, but their performances on the games are truly appalling, slow and exaggerated. *Actua*'s commentary is almost perfect and *ISS* doesn't pretend to be something it isn't, like *FIFA*.

FIFA is slow, unresponsive and the graphics are, as usual, grim and depressing.

Anyone who believes *FIFA* has superior gameplay deserves to have their testicles ripped off and nailed to their head.

I hope I have made my point clearly. I see that there are many fine looking football

COMET STAR LETTER

YOSHI CAN SHOVE HIS STORY!

Dear CVG,
I felt I had to air my opinions here, as in the last months edition of CVG, the last straw had been placed. What am I talking about? Yoshi's Story. Well, not just that game, but many other N64 titles as well. The thing is, I am foolhardy enough to pay the full whack of £250 on the first day of release for my N64. But I was not really bothered that much by that, as I knew deep down that the extra money that Nintendo raised from the first few months of their machine being on sale for that price would be very well spent on ensuring a top notch line up for us punters. However, after *Mario 64* a whole string of poor quality games came out, many of them after being hyped up to obscene levels, *Shadows of the Empire* being the prime example... what a let down!

The N64 went through a fantastic phase around October when such gems as *Lylat Wars*, *Diddy Kong* and *Goldeneye* were released. But now it seems we are back to square one again with the release of Yoshi's Story. I know you rated it fairly highly, but many other mags have given it an OK score, which I personally think is not good enough. If I wanted OK games, I could have got a Jaguar with a whole range of mediocre titles, but I expect a lot more from the first true 64 bit console. The trouble with Nintendo is that they hype up all their games to the Nth degree, but when you finally get to play them it's like "Is that it?"

To finish off I'd like to say that I am a huge Nintendo fan, don't get me wrong. But I think that the time has come for Nintendo to pull their thumbs out of their arses and to treat the gamesplayers of the nation to proper conversions and a good line up of games that have had a lot of time spent on them. If Nintendo cannot manage to do that? Well, Sony may find themselves with a lot of new customers.



CVG: It seems that the better the machines get, the more loyalty disappears from the games market. Punters who were once completely dedicated to a company have now lost their rose tinted spectacles and are fully fledged consumers. Money is more of an object, because video games are so much more mainstream, and as a result the quality control from companies comes down as they just want to make some cash. Once loyal buyers become disillusioned as they feel they are being taken for a ride. This could turn out to be Nintendo's and maybe Sony's downfall.

games arriving this summer. *World League Soccer* and *Three Lions* look promising, and of course there's *ISS 2*. Oh, and a "revised" World Cup edition of *FIFA*, which is different in that – and I quote the official *Nintendo* magazine – "It is now easier to stop the ball going out for a throw." I wonder which one you'll all buy...?
Peter Lomas, Radcliffe, Manchester.



Dear CVG,
I'm afraid that some people who think *FIFA '98* is better than *ISS* are totally wrong. Oooh, so it's got more teams. Oooh, so it's got more camera angles. At least *ISS* isn't so jerky that you can't play it.
Stuart Johnson, Dunstable.

Dear CVG,
I am writing to correct the mistake which Francis Powderly made on his letter about *FIFA '98*. He describes it as "...a quality game." I disagree! *ISS* is a class game from Konami, and no other game shall ever beat the graphics or its pure gameplay. If a game ever does end up better than ISS, it would most probably be in a wet dream!

I agree with Scott of Blackpool in whay he says. "*FIFA* is a bad game." I also agree with what CVG rated the game, two out of five! This is pure evidence of a crappy game to avoid in as many ways as possible. As for who does the commentary and what different camera angles there are (and *ISS* has nine for the record), who gives a shit! The game should be so good that you should not care/notice either of these points. He is also right when he talks about games that are complete toss selling really well. Surely though people aren't as shallow as to buy it just for the name of the game?
Dean 'Olcean' Ollivant, Barnsley, South Yorkshire.

BUZZER BEATERS

Dear CVG,
I love your mag and FreePlay, which Microsoft Word isn't recognising and thinks should be foreplay!
Woody@woodysoft.woodynet.co.uk.

CVG: Well, Steve thought this was funny. But then Steve does have a strange sense of humour.

Dear CVG,
Tu Computer and Video Games. I ritted in becusie I fink I lyke th Plastoshan. Plese put me leter in your mag plese.
Tom Pulford, Odiham, Hants.

Dear CVG,
I'm sorry about my son's handwriting and spelling, but he's dyslexic. Please put him into your mag though.
Mrs Pulford (Presumably), Odiham, Hants.

CVG: Both these came in the same envelope. And even though the first letter was in scribble, it did have one line of decent writing. Strangly, it was the same as the second letter. But we had to edit the second letter because it had tons of mistakes as well! Even Steve didn't laugh at this.

Dear CVG,
Whatever happened to the *Splatterhouse* series? It was more downright creepy/spooky than *Resident Evil* or *House of the Dead* and yet everyone has forgotten about it. It was way ahead of its time. Why doesn't the second one come out on the PlayStation?
Bungalow Bill, Southend.

Dear CVG,
Can I have some news about *Cabbage* on the 64?
Mark, Handsworth, Birmingham.

CVG: Don't bother. It's rotten. Go for Carrots instead.

Dear CVG,
You may think I'm flaming mad, but I back Francis Powderly fully. Playing ISS has made me reconsider which game to get for my birthday. It's absolutely confusing. I must give ISS a bit of credit because the commentary is hilarious, but who is the voice?
Sam Leivers, Moseley, Birmingham.

BUY YOUR OWN GAMES CVG!

Dear CVG,
I would like to say to all the reviewers out there, imagine if you actually had to pay for the games you review (come on, dip into those pockets!). If you did, I'm sure you would be a lot tougher on them as it's easy to give a game good marks when you get them for nothing. (I'm afraid this sometimes applies to you CVG!). I've played many of the games that have got high marks and would have been gutted to have parted with my hard earned cash!
Robert McMahon, Herne Bay, Kent.

CVG: We are doing the games companies a favour by covering their games in our magazine, so the least they could do is give us a free copy of the game. We sometimes get to keep games we've reviewed, but if we really want something, we do what you do – buy it. In fact, at least five of us bought* Tekken 3 *on the day it came out in Japan.

THE GREAT SUSHI DEBATE

Dear CVG,
I've been thinking recently. Why is it that all of the best game developers are in Japan? Okay, we've got Rare but that's about it. As for America, you can take your pick from a long line of classic games such as Wheel of Fortune, Jeopardy and of course, Cruis'n USA. Japan on the other hand has teams like Capcom, Konami, Sonic Team, Square, Nintendo and Sega's AM departments. So are Japanese programmers just naturally talented or is it something in the Sushi?

CVG: Paul eats loads of Sushi. Which means that Japanese programmers must be naturally gifted. Work it out.





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The King Of Iron Fist Tournament 3 is coming – straight out of the arcade, and into your home! Make way for…



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Soon the whole world will be competing in the third King Of Iron Fist Tournament 3. Which means you're going to need to start training right now!

Luckily, Grand Master CVG will be with you all the way, so that you'll be ready to take on anyone who dares challenge you.

We start with some theory. The *Tekken* series boasts one of the most complex, and rewarding command systems ever invented. We show you how this has developed. We also remind you how much the visual style has improved!





IT'S GETTING BETTER (MAN!)

The *Tekken* series has improved consistently so far – *Tekken 2* improved on the first game in every way, and *Tekken 3* does the same again. Namco have taken full advantage of the technology available to them, and have developed a much cooler look to the game. Here are a few of the major changes, some of which are more obvious than others.

A COMPLETE MAKEOVER

First of all, *Tekken 3*'s graphics are incredible. You may not think that they're all that much of an improvement over the previous games, but take a look at the old *Tekken* games and you'll see. Not only are the characters far more detailed, but they also look much more stylish than they ever did before – just take a look at Yoshimitsu in the first *Tekken* if you need proof!

As well as the game looking more stylish, there have been big improvements on the technical side. *Tekkens 1* and *2* ran on the System 11 arcade board which is basically a PlayStation in a cabinet. *Tekken 3* was created for the System 12 board which runs around 1.5 times faster, giving Namco the opportunity to improve the graphics. For the home version the team spent a lot of time compressing all of the game data in order to fit it into the PlayStation's internal memory, but have managed to do it brilliantly!

Tekken 3's graphics run in the PlayStation's high-resolution mode at 60 frames per second, with some of the most detailed characters yet seen in a fighting game! Fantastic!





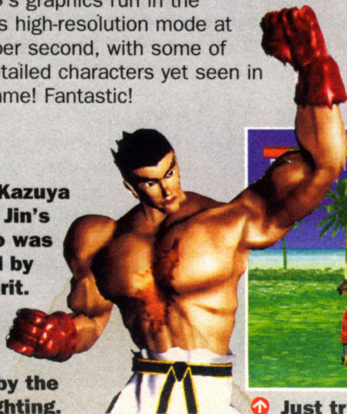








Here's how Yoshimitsu has looked in the three *Tekken* games. Quite a difference.



This is Kazuya Mishima – Jin's father who was possessed by an evil spirit. He got killed after *Tekken 2* by the God Of Fighting.







Just try playing one of the old *Tekken* games after you've got used to *Tekken 3*. It's not easy!

RENDERED USELESS

Just to show how the *Tekken* series has improved in terms of style, take a look at the rendered sequences. When we first saw *Tekken 1* and *2*'s moves we were blown away, but they look very basic when compared to *Tekken 3*. See the rendered Ninas on the right.



Namco struggled to fit all of King's animation in *Tekken 2*, but they've crammed three times as much into *Tekken 3*!



The textures are now single "skins" which are stretched over the characters, rather than the usual separate pieces.



TEKKEN 1



TEKKEN 2



TEKKEN 3



Just look at sexy Nina in her original *Tekken* outfit. What lovely clogs!

BAEK DOO WHO? NEVER HEARD OF HIM

Tekken 3's line-up of characters is also quite different to *Tekken 2*'s. A fair number of the original's fighters are still in the game, but other characters have been replaced. The producer of the *Tekken* series, Hajime Nakatani, explained how the team decided which fighters to keep and which to remove in a recent interview with CVG: "In *Tekken 2* we have the characters called the Sub Bosses who are basically using the same moves as the original default characters. With the *Tekken 2* arcade machine you can see how many times players choose characters, and we found that the Sub Bosses were not really used much. We instead decided to increase the number of moves each character can perform, and remove the characters which were used the least."





Baek Doo San may have been slaughtered by the God Of Fighting, but his moves live on. Ogre can do a few of Baek's old kick combos.





Unfortunately Wang Jinrey isn't in *Tekken 3*, but his super-powerful unblockable attack is! Ogre can do 100% damage if this hits properly.

LOOK CLOSELY

There have been a lot of subtle changes to the physics in *Tekken 3*. Most of these will only be spotted by the most hardcore gamers (maybe the timing of one of their combo hits will be half a second different to the way it was in *Tekken 2*) but they're changes which balance the fighters and make the fights more entertaining. How many can you spot?





One thing a *Tekken 2* player will notice straight away – the fighters don't jump as high as they used to.



CONTROL YOURSELF

The *Tekken* series uses a unique four-button control system. According to the game's producer, "In other games, sometimes players can win by just tapping one single button. We didn't want to make it that easy, so to perform a left-right punch combination you need to press Left Punch, then Right Punch. We wanted to make a more technical game."









COMBO MUMBO JUMBO

If you're going to win at *Tekken 3*, you need to learn how to string moves together to create combination attacks ("combos" to those in the know). There are two basic types of combo in *Tekken 3*:



STRING COMBOS

These are where you simply hit attack buttons in the right order so that they link together into a sequence and make it practically impossible to block. The longest of these combos are 10 hits long, and can take quite a while to learn properly – you need to memorise the button sequence, AND you need to master the exact timing! The Practice Mode shows you how to do a few of these 10-hit combos for each character.

FLOATING COMBOS

Another, more effective way of hitting your opponent repeatedly without them being able to block is with floating combos. Certain attacks will knock the other fighter into the air, giving you the chance to hit them again and again before they land. With a bit of practice you can figure out ways of keeping them in the air for as long as possible, though it takes perfect timing to get more than five or six powerful hits.



This punch looks a lot more powerful than it really is. It's simple to perform, but it stuns for just long enough.



Oof. King's running elbow is bound to hurt Paul's bearded chin. If this move had been ducked, King would be in trouble.

UNBLOCKABLE ATTACKS!

Most of *Tekken 3*'s fighters have special unblockable attacks. These are normally simple to do (often just pressing two buttons and a direction together) but take a long time to charge – up to a few seconds for some. Though they leave you exposed to attacks from your opponent, if you manage to get one of these moves to connect it'll do masses of damage. And the best thing is, they can't be blocked!



Just look at how much damage this unblockable attack does if it hits! 100%!



Here's Ogre performing Wang Jinrey's old 100% damage unblockable attack.



Unlike *Tekken 2*, some characters can counter certain unblockable attacks.

IN, OUT, SHAKE IT ALL ABOUT

Another new addition to the *Tekken* series is the ability to sidestep into and out of the screen. A double-tap of the direction pad either up or down will make any of the fighters dodge around the arena slightly, letting them evade attacks and get into a more useful position. The ability to move around like this varies between fighters, as some can only move a small way while others take big steps around.







After dodging Heihachi's attack, Ling Xiaoyu uses one of her side throws on him.


These are five of the 10 hits in one of Yoshimitsu's best string combos. Some of the hits can be blocked, but it's not an easy task.


This five-hit floating combo of Hwoarang's is relatively easy to do. The best thing about it is that there's no way for someone to block it.

DON'T COUNTER ON IT

Counter attacks play a bigger part in *Tekken 3*'s fights than in previous games. Many of the characters have the ability to defend against moves, then attack before their opponent has time to recover, though the timing isn't easy. You need to learn the fighting style of whoever you're playing against and be able to predict what they're going to do next. There's nothing more soul-destroying than repeatedly having attacks countered against you.


As Tiger attacks, Jin initiates his counter attack and avoids the hit.


Jin sidesteps and knocks Tiger's leg away, making him fall to his knees.


And bang! There's the counter attack right on his elbow. Very cool indeed.


Oh dear. It looks like this could hurt.

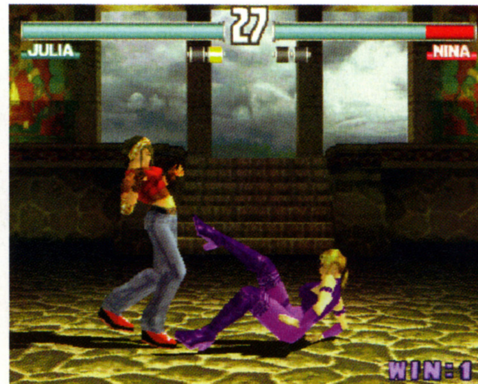


Paul twists Law's leg and spins him away.


And Law takes all the damage! Coolio!

It's possible to counter some jumping attacks like this, but it looks as though Jin missed his chance here.





If someone's sitting on you, kick them off!

THROW COUNTERS

You can also break out of throws easily enough. Simply pressing Left Punch and Left Kick at the same time is enough to get out of most grabs, but a few need special techniques.



As someone gets hold of you, press the correct counter buttons to push them away.



You can break out of long throw combos at any point if you're good enough.


Paul can even turn some throws against his attacker, such as this one where he performs a piledriver as King attempts his Frankensteiner throw. Get the timing just right, or this'll hurt!



PRACTICE MAKES PERFECT

How do you become a great *Tekken 3* player? Katsuhiro Harada, one of the game's designers says, "First of all, practice each move 100 times before going to sleep. Also, always play with someone who is better than you. Never be satisfied beating any player who is not better than yourself. If you keep on practising against good players, anyone can become a great player. From there, players can develop their own combinations, moves and tactics."

PlayStation *Tekken 3* has an excellent Practice Mode which lets you try out combos and moves against dummy characters who can be made to do whatever you want. You can practice the timing of counter attacks, throws, and even learn 10-hit combos with an on-screen button display. One particularly cool new feature is that Practice Mode will even teach you a few basic floating combos.



Freeze Display shows your recovery times.



TEKKEN FORCE YOURSELF

As we pointed out in last month's *Tekken 3* feature, the PlayStation version has plenty of features which weren't in the arcade game. The biggest of these is Tekken Force Mode – the sideways-scrolling fighting section where you must battle against Heihachi Mishima's private army to rescue his most valuable prisoner! You can play as anyone you want and can use any of their moves, including all their combos and throws.

1 A BACK STREET



The first section is set in a small town, with masses of Tekken Force troops coming at you. Most of them only take one hit before disappearing.

2 THE WILDS



Next you travel to the desert. Most of the enemies here are easy enough, but they come from all angles to make things a bit more tricky than before.

3 IN THE DARK



Stage three is set in underground caves with a spotlight to let you see what's going on. There are some slightly tougher enemies to be found in here.

4 MISHIMA FORTRESS



On the final stage you need to fight your way uphill through Heihachi's base until you meet the big man himself. Beat him to get a key which will come in handy later...

THE CLOTHES SHOW

We thought you might like to see proof that the hidden schoolyard background is in the PlayStation version as well as the arcade game. Once you've collected Jin and Xiaoyu's school costumes, pick them and you'll get to fight in the playground with a nearby football goal.

A few of the other fighters have bonus costumes. Law has a Game Of Death-style outfit, Gun Jack can be made to look like the original Jack robot, and Anna has a fancy party outfit complete with matching hat! Very nice.



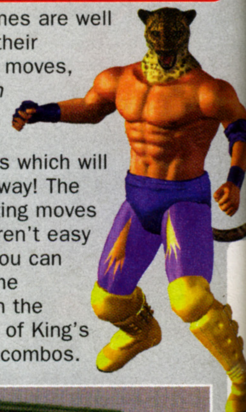
Get Gun Jack's "Good" ending movie to collect his original *Tekken 1* outfit. Here he is beating up Tiger, who is basically an extra costume for Eddy Gordo.





AY-MAY-ZING!

Tekken games are well known for their impressive moves, and *Tekken 3* adds a load of new attacks which will blow you away! The most amazing moves certainly aren't easy to do, as you can see from the example on the right – one of King's new throw combos.









Hwoarang can do Master Baek's old triple jumping kick.



























WHO WILL BE THE KING OF IRON FIST?

The King Of Iron Fist Tournament is coming, and if you want to be prepared you need to keep reading CVG. Over the next few issues we'll teach you everything you need to know about the characters in the tournament so that you'll have a chance when the time comes. Who best suits your playing style? Who's got the coolest moves? Who has the clothes you'd most like to wear? What the hell's an "Ants In Your Pants To Kangaroo Kick" or "Chickenface Wing Lock"? Only CVG can prepare you.

WAX ON, WAX OFF

The countdown to the King Of Iron Fist Tournament continues with more massive *Tekken 3* coverage. Work on the UK PAL version has begun, so we'll keep you updated on its progress, as well as teaching you everything you need to succeed. Stick with us and we'll make you a champion.


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A PC game that promises technical marvels without the need for an expensive upgrade, and offers a strange new world to explore.

Outcast

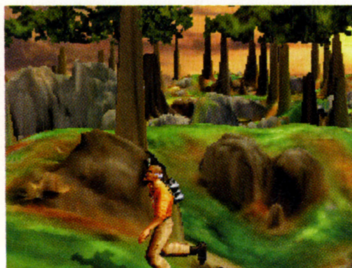


Outcast places you in a strange parallel world called Adelphia. You play a butch hero, who goes by the manly name of Cutter Slade. He's ventured into this world through a mysterious portal, and now he's got a problem to solve. In a plot not dissimilar to the sci-fi movie *Stargate*, he's joined by a crack team, and together they must find a missing probe and reassemble it using components they have brought with them. Of course, that's all easier said than done.





"I don't want to buy your son"



"Hello birds, hello trees"



"Yes I am pleased to meet you"



"Steal my wallet would ya?"

IT'S THE REAL THING

Outcast mixes several popular styles of game into a whole new experience. You could play the game as a straightforward shoot-'em-up, but pretty soon you'd find yourself at a dead-end in terms of progress. What's novel about Outcast is that it offers a new world to explore, complete with strange creatures and all kinds of people. If you're to succeed you have to learn to communicate with them. The character interaction is handled by an artificial intelligence routine that the makers are calling 'behavioural legibility', which supposedly makes it easy to understand what the inhabitants think of Cutter.





That's a big looking place, there's lots of people to meet and chat with in there.

DON'T LOSE YOUR HEAD

In *Outcast*, t's better to ask questions first and shoot later. Should you start firing at random when you meet creatures, word is going to spread pretty soon that you're some kind of mad butcher, so later when you approach people they'll run away. There are also guards that are looking for you to make trouble. They often guard places you need to visit, and the best way past them is to create a diversion.

What could be in this hut that's so important that it needs these guards? There's only one way to find out!



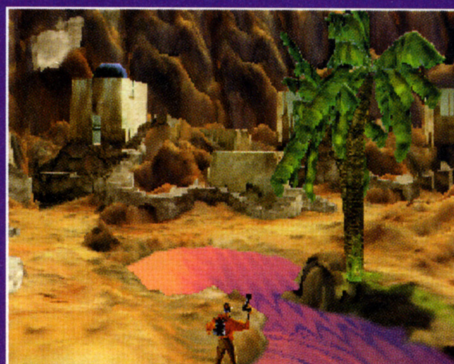


HOW DO THEY DO THAT?

Outcast uses a graphics engine that provides spectacular 3D visuals without the need for a 3D card. Appeal have used a mixture of Voxels (as seen in games like Commanche) and polygons to create a more realistic world. The Voxels are used for background design, and can create more realistic-looking landscapes than polygons, and so, even if you do have a 3D card in your PC it makes no difference to the look of the game. The team have also used something called Bump Mapping, which creates a very detailed display with a low level of polygons on screen. What all this means is the game will play on what is now considered to be a low-end Pentium system.


The weapons all produce fancy effects.


The landscapes offer a lot of variety.


Voxels allow for more realistic terrain.


Cutter can even relax and swim in this lovely hotel resort, with stunning views of the moon.


Hey Cutter, stop shooting the trees you thug. You're an ambassador for the planet Earth!

WHERE HAVE I HEARD THAT BEFORE?

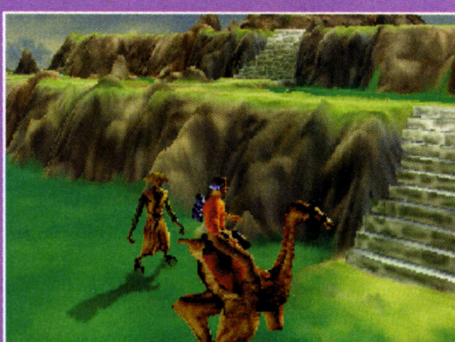
We'll quickly mention the games soundtrack, because it is one of the best we've ever heard. There's over 55 minutes of a full orchestral score recorded for the game, and it has all the grandeur of the best symphonic scores. Composed by Lennie More and recorded with the Moscow Symphony Orchestra, the end result tricks you into thinking you're in a movie, and there's nothing wrong with that.



GOT, GOT, NEED, GOT

The new world is very realistic, with a fully working eco-system, a food chain and a trading system. The animal population comprises prowling carnivores that hunt among the herds of less dangerous creatures, and there are even some animals that can be domesticated. Just like the animals, you need to find food and water, not only to survive but also to trade for new weapons and information.





KURT RUSSELL WHERE ARE YOU?

It's been in production for a while, but *Outcast* is now very close to being released. We hope to go through the portal very soon to play some more.







80% COMPLETE

NINTENDO64

STEALTH GAME	BY ?
OUT SUMMER	1 PLAYER

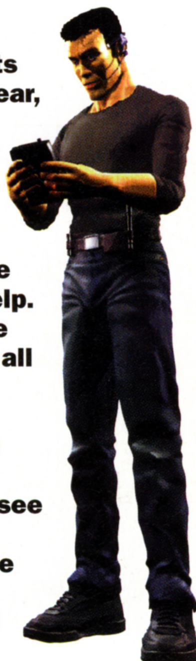
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Remember this movie? The game translation is finally coming together and will be on your Nintendo 64 by the summer, should you choose to accept it...

MISSION: IMPOSSIBLE

Mission: Impossible was originally going to be one of the Nintendo 64's European launch games, set to come out when the movie was still fairly fresh in people's minds. All manner of problems have delayed its release for well over a year, but it's now all coming together. Licence troubles (you may remember we said that Tom Cruise didn't want his face to be used in the game) certainly didn't help. Since our last look at the game many months ago, all of the stages have been added and many of the planned ideas have been included, so hopefully _Mission: Impossible_ will see the light of game store shelves very soon. Maybe they'll get it out in time for the movie's first BBC TV showing.



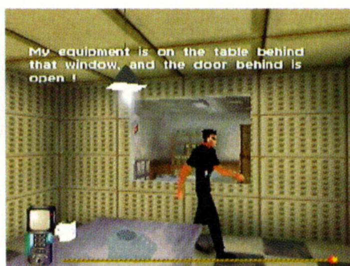


MISSIONS: POSSIBLE

Mission: Impossible is a game based very much on stealth. Like *Goldeneye* and the forthcoming *Metal Gear Solid*, using your brains and sneaking around without being seen is the best way of completing your mission. Get spotted and a gun battle could break out, and these are best avoided. Shootouts are especially hard work in *Mission: Impossible*, so do your best to avoid them. Take a look at your mini-computer and you'll see such orders as 'Sabotage the pump house' and 'Assume ambassador's aide's ID'. Each mission has a set number of objectives for you to complete, just like in *Goldeneye*, and figuring out the best way to do each of them can be the most challenging part.



A fireman? How strange.



Must figure out how to escape!



Darn that toxic gas to heck!



Checking your objectives.

HEY, NICE MOTOR!

You don't spend the entire game on foot – you get the chance to try out the occasional vehicle. For example, after finishing the first snowy operation you hop into a handy boat and destroy everything you can with its cannons. Keep an eye out for any other opportunities.



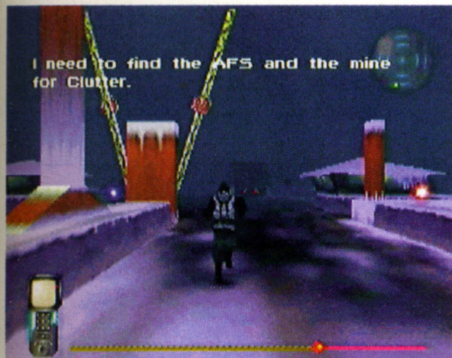


Check out the massive guns on the boat!



THE GADGET SHOP

As Ethan Hunt you get to use plenty of cool spy bits and pieces. For a start, you have your little communicator – a pocket computer which gives you all your mission briefings and lets you keep in touch with the rest of the IMF team. This is the most used piece of kit, but there are plenty more gadgets and bits of equipment which you have to find and pick up as you play. Here are some of the most used bits and pieces from early on.



Look around for weapons. There are quite a few around the various missions, and they certainly come in handy.



The night vision goggles are used throughout the tunnel missions, making everything look very green.



Use the detonator to set off the explosives in the submarine pen at the start of the game.

TONIGHT MATTHEW, I'M GOING TO BE...









This is a rendered impression of the game. Looks great, doesn't it?

Ethan Hunt is a master of disguise, and you get to use a load of different identities when playing *Mission: Impossible*. Because the missions vary greatly (one minute you're creeping around in the snow, the next you're a guest at a fancy party). Ethan changes costume accordingly, though there are times when you'll need to dress up to get through a mission.

For example, getting out of the crowded embassy could be tricky so you need to set up gas canisters around the building, then dress up as a fireman and creep out unnoticed! You even get to wear a dress at one point!

BANG BANG, YOU'RE DEAD

If you get into a situation where using your gun is unavoidable, you just hold the right shoulder button to go into shooting mode. The view will zoom in until it's just behind your character's head and a red crosshair will appear, again like *Goldeneye*. To make it possible to see what's going on, your head becomes translucent, letting you see everything on the other side. The crosshair means that you can line up your shots perfectly.





Hold the right shoulder button and the view switches to just behind your character's head. Use the crosshair to line up your shot perfectly, then let rip. Only shoot as a last resort.



You get warnings when you're running low on ammunition.

COMING SOON... HOPEFULLY

Mission: Impossible is supposed to be coming out sometime this summer, and we're hoping to be able to review it very soon. The big question is: Will it be able to stand up against Rare's fantastic *Goldeneye*? Sounds impossible to us, but we could be wrong...



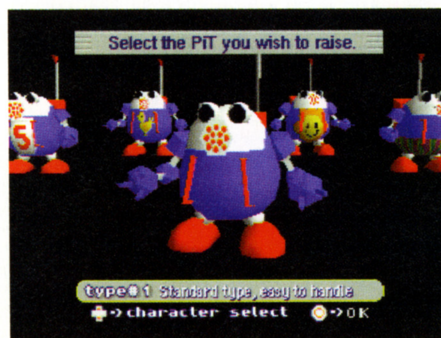
VIRTUAL PET	BY SONY	• NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD
OUT SUMMER	1 PLAYER	• RELEASED BY SONY TEL 0171 447 1600

100% COMPLETE PlayStation

Why carry around a pet on a key chain, when you can have one in your PlayStation?

PET IN TV

For those that find the idea of a virtual pet a complete turn-off, don't stop reading yet! *Pet in TV* is a game as well, one about raising an artificially intelligent creature called a PIT PET, a *Pet in TV* Pet, geddit? You must treat your pet like a new friend. You must teach your pet about everything in his world, this will make him grow stronger and smarter. The learning process goes both ways, as you'll have to figure out some puzzles for your pet to progress. For example if your pet can't cross a trench you'll need to fetch a cube and drop it in the gap, then the pet can cross. Just don't come running to us if it dies.





BRINGING UP BABY

When the game starts, your pet is just a baby. OK, it looks like a robot, but if you teach it well, and look after your pet. This baby is going to grow and get smarter. Luckily you've got someone else to help you look after the pet. His name's Dr Y, a maintenance utility who'll clean the house if the pet makes a mess. He'll also help teach the pet if you don't do the job well enough, or in other words if you're stuck.





Dr Y offers to inspect the little Ed's brain. This is because he's a bit confused and Dr Y will help sort it out.

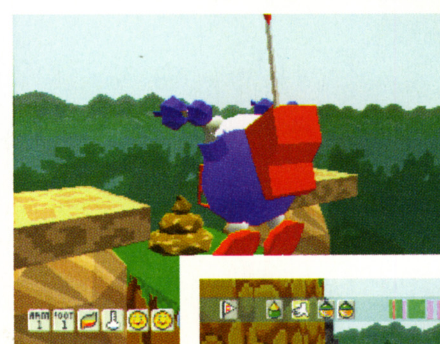




SHE TAUGHT ME TO WALK THIS WAY

The bulk of *Pet In TV* is taken up by taking your pet for a walk. You could take him to the training stage and teach the blighter some object recognition. Or go to seven of the real worlds where these walks get a little bit tougher. The pair of you also have a quest, and that is to find some artificial intelligence chips. It's rumoured that if you find eight of these, a new golden pet will be built!





Give the little guy a stroke on the head, and he'll love you for a few more minutes. We like feeling happy too.



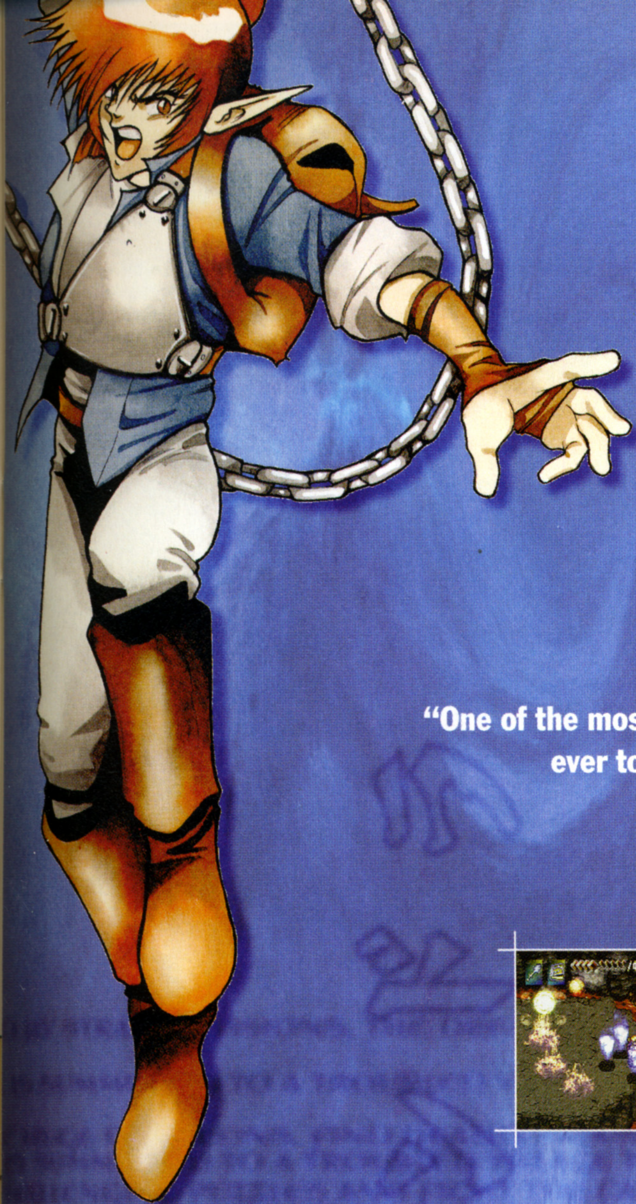
Our little pet Ed discovers a turd. He asks our opinion, and we make him eat it! Very funny!

MA, WHAT ARE YOU GIVING ME?

When your pet meets a new object, he'll start acting kind of strange. This is because if he hasn't encountered this object before he'll go through all the functions he's been trained for. This is where you step in and offer approval of his actions, or tell him otherwise. Through this process your pet grows smarter. Over time you'll tell your pet to explore things by himself. The instruction manual even tells you to let your pet experience danger, so that he'll learn from it.

I'LL TEACH YOU TO SUCK EGGS!

Pet In TV may look a bit basic, but there's a large variety of training and things to teach your lil' robot. We'll bring you a full review as soon as we raise Ed into a pet to rival the mighty King Kong.



The Adventures of ALUNDRA アランドラ

"Get the beers in, dump the girlfriend. You don't need a new life when you've got Alundra"

91% winner Playstation Plus

"One of the most enjoyable and addictive games ever to grace the Playstation"

9/10 Official UK PlayStation Magazine









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80% COMPLETE

PlayStation

SURVIVAL ESPIONAGE | BY KONAMI | OUT WINTER | 1 PLAYER

- MSX & NES PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY KONAMI TEL 01895 853 000

The most eagerly awaited piece of software in the history of games. Not quite yet, but in a few months time, you'll all be down the shop demanding this game!

METAL GEAR SOLID



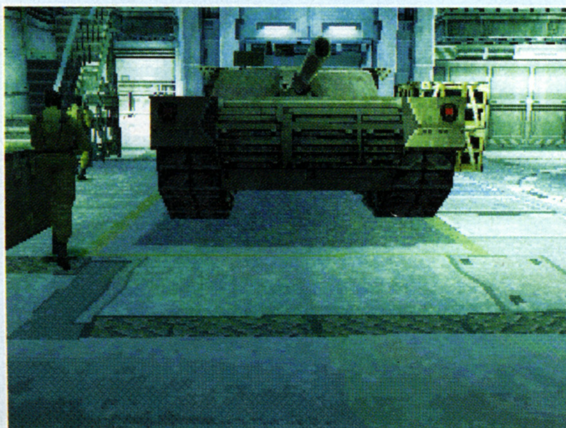
It's been in development for what seems an eternity, and you could be forgiven for thinking the game is never going to get released, but the good news is that *Metal Gear Solid* is almost here. The breakthrough came at the Spring Tokyo Game show. Until this date, the game had been something of a myth, only appearing at shows in the form of a video. Many thought that *MGS* was simply too good to be true, and as such was nothing more than a pipe dream. Of course all that's now changed. At the aforementioned show, *MGS* appeared not on a huge video wall, but as a playable demo! For the first time, members of the public experienced what all the fuss was about. They left with smiles on their faces. Remember from here until release, it's no longer hype, this game is the real thing!





HE'S HAVING A VERY BAD DAY

You are Solid Snake, an ex-member of an elite troop of soldiers established to combat terrorism. In the tradition of all the best action heroes, Snake is about to embark on a dangerous mission alone. That mission is to eliminate his ex-colleagues. That's right, members of the elite band of soldiers have turned bad and are now fronting their own terrorist organisation. They've taken control of a military installation in Alaska and have taken control of all equipment in that base, including nuclear missiles. Snake has 24 hours to infiltrate the base, blow everything up and save the day.



You can crawl under the tank to evade the guards.



It's quiet – too quiet!



What happens next?

HEY, IT'S THE SHADOW!



The guards were in hot pursuit, but hiding here has outfoxed them!

The action is set in a military installation and is patrolled by guards who wander around the facility. There are also video cameras everywhere and you could be spotted at any time. This mission isn't going to be easy, Snake faces seemingly insurmountable odds. Then there's another small problem – Snake starts the game unarmed, equipped only with a pair of binoculars and a pack of cigarettes. So if he's gonna get anywhere, you need to think and act fast – which is the main point about *MGS*. This isn't just a *Doom* clone with excellent graphics, it's something much better than that. *MGS* requires you to use all your cunning to infiltrate this base, using stealth as a weapon and go about your mission as quietly and efficiently as possible.

I SPY WITH MY LITTLE EYE

The best way to describe the gameplay is to compare it to a game of hide-and-seek, but with guns, and the fate of the world at stake. You must try and stay hidden from the guards at all times, and only try to tackle them when you know it's safe. Each guard follows their own set agenda, patrolling the base and even taking breaks at intervals. There are several ways of alerting them. In the upper right of the screen is a radar which displays the whereabouts of guards. It also displays their field of vision and if Snake enters their field of vision, he has only a few seconds to escape before trouble arrives. In these situations it really is best to run away. The enemies are also quite smart, being alerted to or spotting signs of your presence, for example they may spot footprints in the snow, or hear splashes if you walk through a puddle.

Luckily with a not very subtle device, you can spot the status of guards by a symbol that appears above their head. A question mark indicates the guard is puzzled, an exclamation mark means trouble as the guard has spotted you. Best of all are a load of Z's, which of course means the guard has nodded off!





WANT SOME OF THIS?

There are over 20 weapons in the game, but when you're unarmed you still have a good chance of survival. This is because the safest way to take someone out is to sneak up behind them, and put them in a strangle hold. There's an action button which fires all weapons, but when unarmed it'll result in Snake throwing punches. Press it several times and he'll do a punch, punch, kick combo. He can't kill an enemy like this, but it will stun them. It's also possible to throw guards, drag them, and use them as a shield! Remember, if you've got a guard in a strangle hold, you're just a few button presses away from breaking their neck!





Ooh, the family jewels, that's gotta hurt. Oh no his friend has spotted the tussle, no problem. Come on!

HIDING BEHIND THE SILOS, TAKE 27. ACTION!



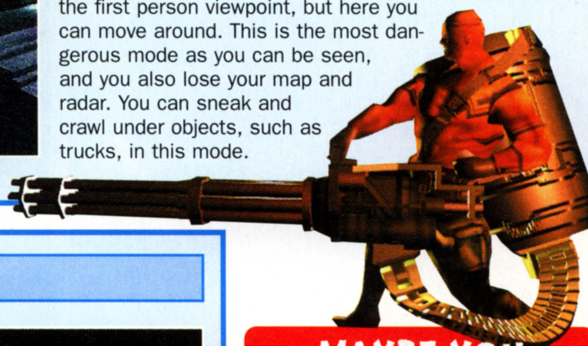




The greatest escape!



There are several different camera modes to view the action. The main viewpoint is overhead, with Snake at the centre, allowing you to get a good view of the immediate area. In first-person mode you can rotate through 360 degrees to observe your surroundings. You'll use this mode to check out the enemy from a distance. Once you're happy with the surroundings you'll switch to an automatic viewpoint. Using this, it's possible to hide behind walls and view an enemy, without them seeing you. Finally there's the Intruder mode. This is similar to the first person viewpoint, but here you can move around. This is the most dangerous mode as you can be seen, and you also lose your map and radar. You can sneak and crawl under objects, such as trucks, in this mode.



DIRST DASS DICKET DO DOTTINGHAM

Sound is of major importance in the game, Snake has a transmitter built into his skull which allows him to speak to other characters in the game. You can call them for advice on weapons, or tactics in defeating guards and bosses. Essentially it's an in-game manual. There's also speech in the game, and you can even overhear guards talking, sometimes offering unintentional clues. Finally there's the bad sounds, the sounds that give away your position. Worst, but most brilliant of these, is a sneeze. Remember the game is set in Alaska, and it's pretty cold there, so much so that later in the game it's possible for Snake to catch a cold! This game's going to be awesome.



We can't really show you sounds on a page, so here's the intro/title screen instead. Wow!

MAYBE YOU SHOULD HIRE THE A-TEAM

The sneeze is the clincher. It's attention to detail and touches of realism like this that make *Metal Gear Solid* so impressive, and why we're getting very excited. We'll be keeping you up to date with developments from now until release at the end of the year.



95% COMPLETE

PlayStation

FIGHTING GAME | BY TECMO | OUT JUNE | 1-2 PLAYERS

- ARCADE AND SATURN VERSION AVAILABLE
- FOLLOW-UP ARCADE VERSION PLANNED
- STORAGE 1CD
- RELEASED BY SONY TEL 0171 447 1600

Lightning-fast exchanges. High-speed counter attacks of counter attacks, of counter attacks. This is fighting for real!

DEAD OR ALIVE

デッドオアアライブ



Dead Or Alive is knockout amazing. And it isn't just the bouncing chests that keep you interested.

This variation of the *Virtua Fighter* engine has a clean graphic style, and a fluid command system. It's easy to thrill over the look of this game, but the breakthrough is in the control. Even the combat arenas hold some surprises.

Yes, though we know you cannot wait for *Tekken 3*, do yourself a favour by taking *Dead Or Alive* into consideration. We won't need to twist your arm too much to convince you – PS *DOA* will be here to stay, starting June.



MORE BEEF! MORE BOUNCE!

The guys who created *Dead Or Alive* reckon they can make their game look great on anything. Which is true – they made *DOA* look absolutely awesome on the Saturn. Naturally the PlayStation version benefits greatly from Tecmo's expertise, and the characters in DOA appear very elaborate indeed.

Great-looking fighters, then. Still this is at the expense of the 3D backgrounds which characterise the arcade version. This is no big deal, but arcade purists will be quick to point this out. Well, we thought you should know.

PlayStation gets two extra characters, however, giving you more of a challenge than even the arcade original. Plus every character in the game has new costumes – a minor thrill, but a nice touch for PlayStation users. Mind you, some of them are pretty weird.

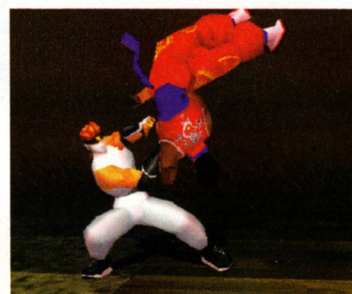


The two extra characters for PlayStation *Dead Or Alive* are just as good as the original team. Bass Armstrong, the Hulk Hogan look-a-like, has a side-step move similar to those in *Tekken 3* – also shared by original fighters Jann-Lee, Bay-Man, and Zack. Ayane, a girl character, is hidden at first.



PlayStation *DOA* doesn't feature 3D backgrounds, but there are some great alternatives, such as Tina's dancefloor scenario.





The fighters in *Dead Or Alive* are large and detailed. They're more stylised than in *Tekken* – not so realistic, but cool in a different way. The movement is also as smooth as Ed Lomas' excuses.



THE BEST FOR EUROPE

Tecmo, specifically the *Dead Or Alive* team, are 100% dedicated to making UK *DOA* the best it can be. They already have a version up and running which matches the Japanese code in terms of speed. The UK version will also fill the whole screen – it will not have black borders sandwiching the display.

Even more new costumes are planned for the UK version of PS *Dead Or Alive*. Incidentally, Sony asked CVG for some suggestions for these outfits. We'll let you know if any of them make it into the game. (We thought an SAS character would be cool for Bayman, and, er, school uniforms for Tina and Lei-Fang).



Bayman bats Bayman for six!



Kasumi looks cute, whatever.



Jann-Lee already has cool gear.



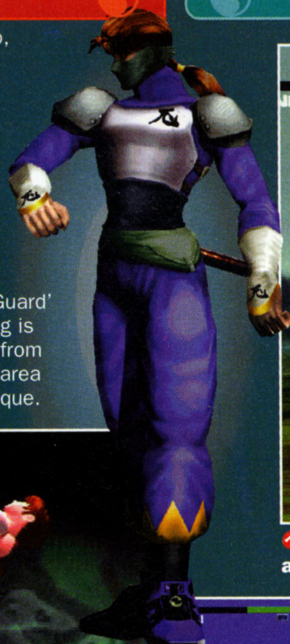
Raidou looks tough enough!

THE SECRET INGREDIENT

Being shuffled 10 miles backwards by a million-hit combo, while blocking, is frustrating. The first guy in the world to do something about this is the producer of *DOA* – Tomonobu Itagaki.

Itagaki's intention was to recreate the thrill of a Kung-Fu movie, where you see fighters repeatedly countering hundreds of moves, while trying to sneak in a couple of their own. When a guy (or gal) finally gets through with an incredible combination it's one of the biggest thrills in all entertainment! Now here it is in a game.

The secret? One button, 'Hold', which replaces the 'Guard' button in a *VF*-style Guard, Punch, Kick set up. All blocking is done *Street Fighter* style, by holding the directional away from the opponent. The new hold button opens up a vast new area of potential for a fighting game, making *Dead Or Alive* unique.

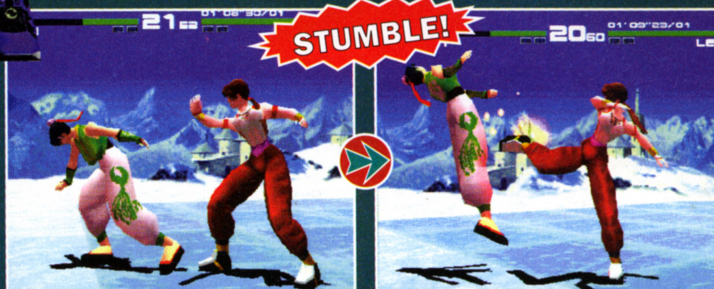




SOMETHING IN RETURN



By pressing the Hold button players can counter almost any attack in the game, with some wicked results.



Use Hold to trip the guy then move in while they're unbalanced.

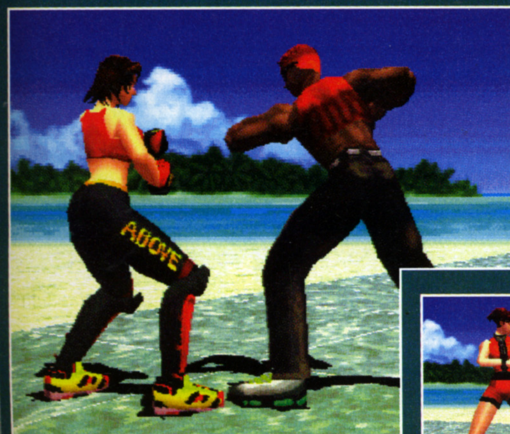


Come back with something of your own, combing Hold with attack.



Inflict pain using submission moves or point-blank strikes.

REFUSE THE OFFER





In *Dead Or Alive* there is no Auto-Block of light-weight hits. If you don't see it coming, you'll be seeing stars.

Blocking an attack is done the same way as in most 2D fighting games – hold the 'away' from the attack.

ALIVE AND KICKIN'!

Apologies to everyone who a) plays the arcade a lot, or b) owns or Saturn. Actually no, these fighters have such wicked moves it's worth checking them again. We've selected five, from ten, to whet your appetite. Most of the moves we're showing are simple to execute. Wait till you see the ones which require a sharper techique!








NAME: JANN-LEE | **STYLE: JEET KUNE DO**

Jann-Lee uses the same martial art as the legendary Bruce Lee. He has this cool move called 'Enter The Dragon'!







NAME: KASUMI | **MUGEN TENSHIN-RYU NINJITSU**

The game's main character. You're bound to fall in love with Kasumi – any girl who fights this dirty. Ouch!






NAME: ZACK | **STYLE: MUAY THAI**

This guy knows Thai Boxing, which makes all his moves cool. Street fighting at its most lethal – shins and knees all about your face!







NAME: LEI-FANG | **STYLE: TAIKYOKU-KEN**

Probably the most similar to a Kung-Fu movie actress – a lot like Pai from *Virtua Fighter*. Lei-Fang's moves are clean and precise.

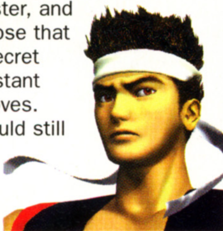





NAME: GEN-FU | **STYLE: SHIN-I ROKUGO-KEN**

It's always embarrassing to lose to an old feller. Gen-Fu moves are unpredictable though. Use this as your excuse – for a while anyway.

THE VF CONNECTION



When CVG spoke to the brain behind *Dead Or Alive*, Itagaki, he revealed that Yu Suzuki – the creator of the *Virtua Fighter* series – is his Master, and friend. Their relationship is so close that Suzuki trusted Itagaki with the secret algorithm which allows for the instant translation of commands into moves. Though the command system would still have been impressive, without this secret code the reflex response of *Dead Or Alive* would not have been so perfect.

BACK FOR THE ATTACK

Dead Or Alive originated on Sega's Model 2 arcade board. This is the same technology that launched with *Daytona USA*, but eventually went on to support ground-breaking fighting games such as *Fighting Vipers*, and, of course, *Virtua Fighter 2*. Hence the similarities to *Dead Or Alive*.

A stunning Saturn version of *DOA* was released in Japan in October 97, and, to coincide with the release of PlayStation *DOA*, a special new arcade edition will hit the streets (be in an arcade somewhere near you). In all cases the team at Tecmo believe that they have got the best out of the hardware available. Here are a few shots of the different versions for you to compare.



Arcade *DOA*, using Sega's Model 2 technology. The whole presentation is 3D polygon – including the background models.



Saturn *DOA* is very cool. Tecmo proved to be even more skilled than Sega at transporting Model 2 games.



Tecmo decided to trim the characters a little for PlayStation The light-sourcing also looks brilliant. Raidou looks even more scary.



***Dead Or Alive*? Oh, you mean that game with the girls and the er... yeah, the bouncing... yeah, that one! Yeah that game is fun!**

NOW THEY'RE COOKING

Extra thrills in *Dead Or Alive* are due to the Danger Zone. This is a pressure-sensitive, booby-trapped zone on the outskirts of the ring. It's okay to walk or jump around in this zone, but a fall always results in a big explosion – bouncing the already humiliated party into the air for more punishment. This damages moral!





As you become more skilled, you learn how to work the Danger Zone into your combo strategies. Drop them in the Danger Zone with a skill sequence, then, as they explode into the air, stick in a few more techniques to extend the combo.







Bass leaps high into the air to throw his foes.



Just in case you missed it the first time!

WANTED: THIS GREAT GAME

Now you know why *Dead Or Alive* is impressive, if you didn't know already. In our review next month we'll have more detail on the characters and styles. Plus you'll know exactly what the UK version has to offer.

PlayStation

PC CD ROM



75% COMPLETE

PC CD ROM | PlayStation

DRIVING GAME | BY CODEMASTERS | JULY RELEASE | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01926 814132

It's foggy. You're zooming across wet gravel at 70mph, and it's raining hard. You can't see a thing. Your life is in your co-driver's hands. Well, your virtual life anyway.

COLIN McRAE RALLY

Last month we showed you pictures of the first playable version of Codemasters' *Colin McRae Rally* on the PlayStation, and this month we've got a more complete copy of the game. There's still lots of work to be done, but the game is already masses of fun to play. Up until now, we've mostly just had arcade-style rally games such as *Sega Rally* and *V-Rally*, but *Colin McRae* is a lot more realistic – the races are done as time trials, and your co-driver's directions are absolutely essential. Intense concentration is required if you're going to avoid long repair stops between stages. Start your engines!





As you race, mud gets sprayed on your car. After long stretches it can be almost totally covered!

BACK SEAT DRIVER

Nicky Grist, *Colin McRae*'s real-life co-driver is constantly talking to you as you race, informing you of upcoming corners and dangers. Because you don't race around circuits, it's very hard to memorise entire rallies so Nicky's words are essential – if you don't pay attention you'll be off the track in seconds. Coloured arrows also appear at the top of the screen to help out even more.







RALLYIN' ALL OVER THE WORLD

The final game will include rallies in eight countries around the world – New Zealand, Greece, Monte Carlo, Australia, Sweden, Corsica, Indonesia, and the good old United Kingdom. In total there will be 48 stages, each with its own weather effects, track surface and scenery. As you race, your times are compared to other drivers' and are displayed in the top left of the screen. If you see red, you know you need to push even harder to catch up.





After each stage you get to watch a cool swooping replay.



FOR FUTURE PRESENTATION...

There are plenty of features which we're still yet to see, all of which sound excellent. The biggest of these is the two-player split-screen mode, which will let you challenge your friends in head-to-head races. Codemasters have also said that "Super Special Stages" will be in the final game, though they haven't yet revealed what this is going to mean. As far as we can tell, this will be a two-player game where the drivers compete on the super sprint rally stages – two-lap races with a crossover between laps, featuring jumps and tunnels. Should be great. There's also going to be a Rally School, which will teach you all of the skills you'll need throughout the game itself.



Here's a very beaten-up Ford.

COLIN'S COMING

There's a possibility that we'll be able to review *Colin McRae Rally* next month, but that all depends on how development goes. From what we've seen of *Colin McRae* so far, it certainly looks like the best game of its kind. Full story as soon as possible!

NINTENDO 64

PC CD ROM

is it flood lit?

No.
But it does soak up hour after hour of your spare time.

Wetrix drops you and your friends into a world of constant excitement and non-stop challenges.

Incredible effects and rapid level pacing delivers a game that kicks other games into touch.





"IF YOU THOUGHT TETRIS WAS GOOD, WAIT 'TIL YOU GET A LOAD OF THIS!"
91% Nintendo MAGAZINE

"IF YOU'RE A FAN OF THE GENRE THEN BUY THIS GAME IMMEDIATELY. IF NOT, THEN BUY IT ANYWAY!"
93% TOTAL 64

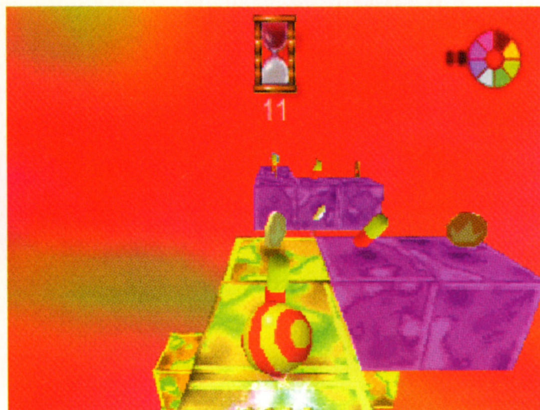
wetrix

DROP EVERYTHING

ocean

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ZED TWO GAME DESIGN STUDIO



90% COMPLETE
PlayStation

- PUZZLE
- BY GAME DESIGN
- JUN RELEASE
- 1-2 PLAYERS

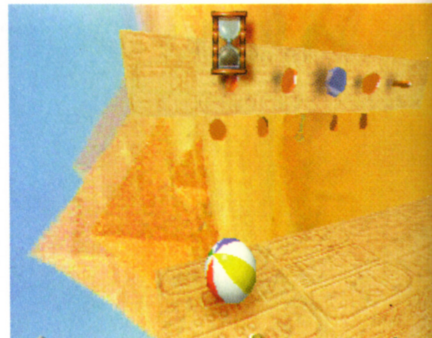
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

If you've ever wanted to guide a ball around some 3D mazes, this is the game for you.

KULA WORLD

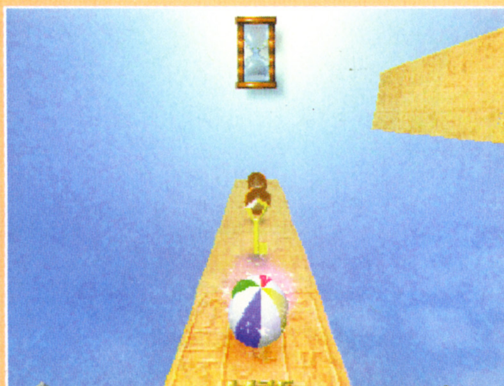
If *Kula World* is looking for accolades, then we're prepared to give it one straight away. From now on, this is officially 'the most bizarre puzzle game ever'. Taking the mantle from Sony's last puzzler – the brilliant *Kurushi*. We can see the marketing for this game already, in a Summer season of releases packed with football product, Sony are going to unleash the smartest ball game since *Marble Madness*.





PRECISE BALL CONTROL

The point of the game is to guide the colourful beach ball around some floating 3D mazes. These start off simple enough, but pretty soon you'll be tearing your hair out in the best puzzle game tradition. The mazes are 3D, because you can travel on all sides, provided you reach what appears to be a dead end. Only on these squares are you allowed to turn and move off again on a different side of the maze. In later levels this becomes essential for collecting bonuses. While you're navigating these mazes you must search for keys, for these unlock the exits to progress to the next level. Also along the way, keep an eye out for pieces of fruit. They're usually hidden on another side of the maze. Once you collect five pieces, you'll be whisked away to a special bonus round, even more psychedelic than anything you've already seen. Here you must meet a set challenge in a limited time. Like landing on every square, to change its colour.



That's a key up ahead, roll over and get it.

MIND THE GAP

This game would be pretty easy, if this is all you do. So there are a couple of traps and 'bad things' on each maze to make your ball control more difficult. The first to rear its head are spikes, these obviously will puncture the ball if you land on top. They are particularly nasty because they're often positioned near a square where you'd land the ball from a jump. Enemies roam later levels, and are best avoided. But our favourite hazard is the pill. The pill speeds the clock up, but slows you down, causing a weird warping effect in the process – as if you've been drugged. Hit a pill, and you'll be in a panic to finish the level fast.





The effects of drugs on display. Hit a pill and the screen warps and blurs. You also lose all sense of time, really!









Collect five fruit and you enter a bonus level. Here you must land on every brick in the given time.

BACK ONCE AGAIN, IT'S THE KULA WORLD MASTER

We reviewed Kula World in the last issue, but we're also going to review it again next month. Why? Well, we like it, alright!

In the interest of safety, before setting off on any journey, repeat the words, "I am not playing Gran Turismo, the most realistic driving experience ever, with unparallelled graphics and two player dual shock controller" three times.









www.playstation-europe.com

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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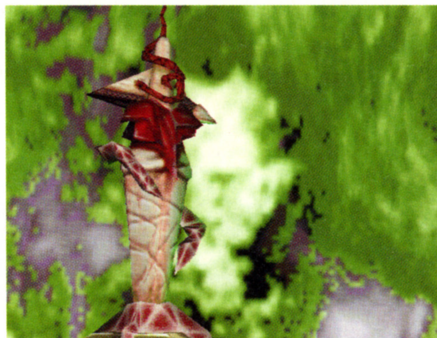
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A huge puzzle game, best described as an out-of-body experience, this is the second coming of an absolute classic.

SENTINEL RETURNS

Over 10 years have passed since *The Sentinel* first wowed games players. Since then there's been nothing like it. The game was revolutionary, but unlike modern original games, no-one else dared copy its ground breaking style. Now, over a decade later, get ready for the sequel. It's all down to the dedication and hard work of the game's biggest fan.





WHAT'S IT ALL ABOUT ALFIE?

The object of the game is to defeat the dreaded Sentinel on each level. You do this by absorbing energy, and redistributing it. Each object in the Sentinel world has an energy value, trees a value of one, boulders two and the players robot husk three. You don't control a cutesy character, or drive a car around the level, this game is a test of your brain. As such, you control an energy pool with a consciousness. You move around the landscape by building robot shells, and transferring your energy into them. Only when you can look down on the Sentinel can you absorb him and complete the level.





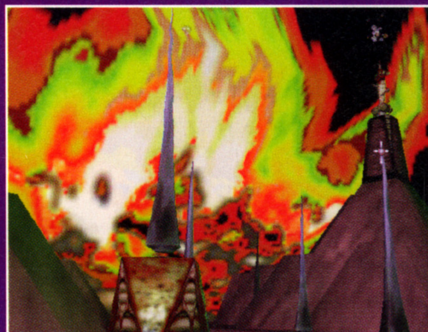
Ohh. Very atmospheric. You should see and hear it with all the sound and music. Now you too can see the world in new Lomas-vision.

PEEK-A-BOO!





That's just the start of the brain draining action 'cos, as in every great puzzle game, things are a lot tougher than they first seem. The twist in this game is that the Sentinel, although in a fixed position, is always rotating through 360 degrees. Constantly scouring the land for anything with a higher energy than a tree. That means you. If you're spotted, the Sentinel will drain your energy. What makes this quite challenging, is that the Sentinel controls and sits on the highest point in the landscape, so he has a pretty good view of the action. In later levels there are also robot sentries, that act as mini Sentinels. You'll have to figure out a safe route through the level to survive.

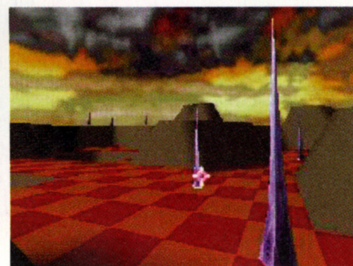


Up there, that's the Sentinel that is!



A steaming husk. It really is, honest.

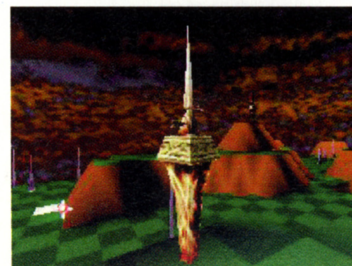




The checker-board look of the original is still evident in the sequel. Those spindly things are trees. Judging by the leaves, it must be Winter.

BETTER THAN THE ORIGINAL?

Like we said earlier, the sequel is being produced by one of the biggest fans of the original. His name is John Cook, supposedly the only person to ever complete the original game twice. This may not sound that incredible, until you find out that the original game contained 10,000 levels. The sequel doesn't contain any radical new features to detract from the original. The real additions are better visuals, and a better learning curve through the levels. Another major bonus is the soundtrack, being provided by acclaimed Hollywood director John Carpenter. The man responsible for *Assault on Precinct 13, Escape from New York* and *The Thing*.



You could be mistaken that nothing happens in this game, with all these screenshots looking very similar. We can assure you, to play it is something else.

SEE YOU IN THIRTY

Hopefully we'll have the finished game in our mitts for a review next month. We can't wait. It'll be like a high school reunion, with CVG being reunited with a very old friend.

PICK YOUR HERO

THEN PICK A FIGHT

Maybe it's time Chewie gave Princess Leia a run for her money. Then again perhaps you think Boba Fett and Hoar should settle old scores. Which ever *Star Wars* character you want to be, and whoever you want to beat up with your own special weapon, you can. Well almost.Because it is only when you have mastered the ancient fighting art of Teräs Käsi that you can take on the ultimate opponent...Darth Vader himself. May the Force be with you.









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£17.99 By Vivid Imaginations, available at all good toy stores



WHEEL OF FORTUNE
All the fun of the TV show with this electronic home game. This is actually based on the American show, so some of the answers may be a bit weird to us Brits, especially under the 'Phrases' category.
£24.99 by Tiger Electronics



LAZER TAG
No, they're not a dodgy pair of sandals. This is the futuristic game of tag played with infra-red shooting guns, these can hit your prey up to 200 feet away. Just try not to look too stupid when playing.
£44.99 from Tiger Electronics



ENGLAND MERCHANDISE
The year was 1998, and football was all the rage. This small selection is the tip of the ice-berg from Corinthian, who are the license holders for the official range of FA-endorsed England merchandise. There's something for everyone, provided you support England.
Hats, Mugs, Ring Binders etc. by Corinthian, available everywhere now!





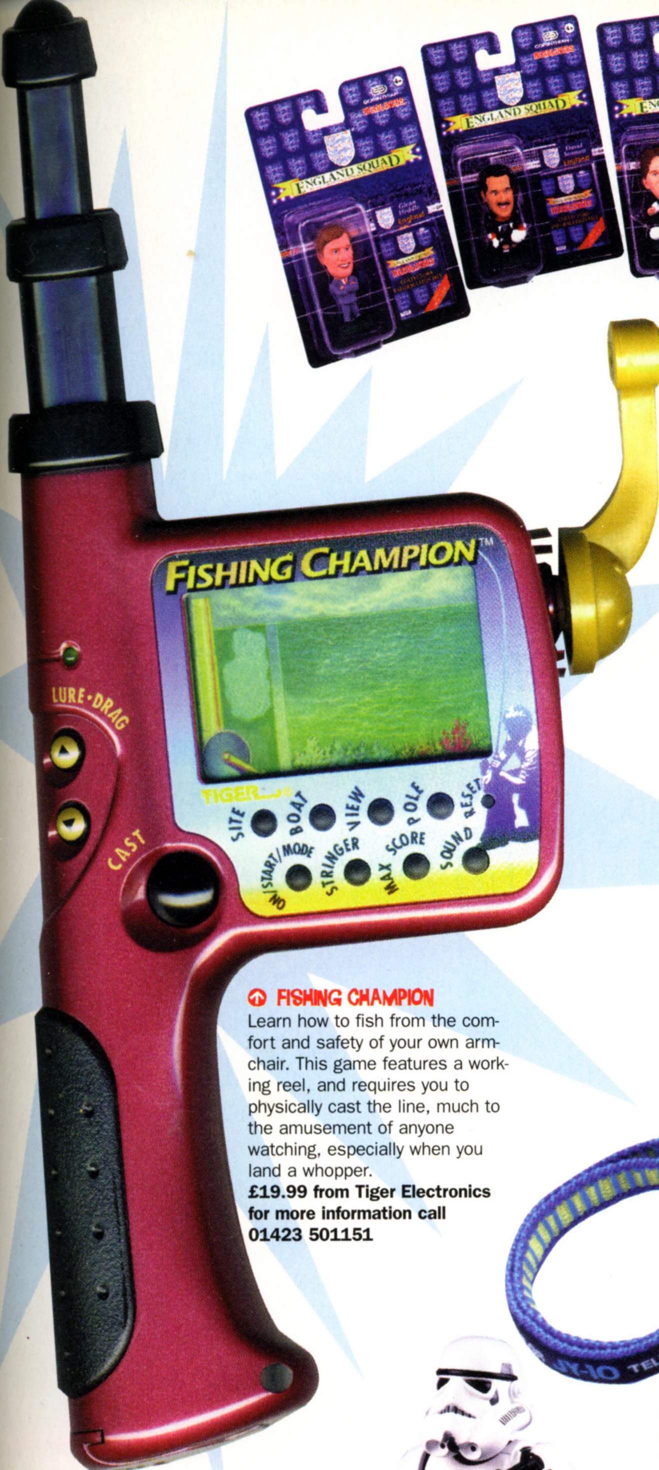
FIFA '98 KEYCHAIN
Released in time for a football tournament or something. This is actually based on the EA Sports games, but no Des Lynam and – YES! – No Motty!
£4.99 from Tiger Electronics





FAMOUS FIGURINES
All your favourite football stars presented in super-deformed fashion. We're talking deformed, as in they have big heads, they haven't got extra limbs or anything! Now available are the latest England squad, plus some of the more famous players from around the world.
By Corinthian, available at all good toy stores now





FISHING CHAMPION
Learn how to fish from the comfort and safety of your own armchair. This game features a working reel, and requires you to physically cast the line, much to the amusement of anyone watching, especially when you land a whopper.
£19.99 from Tiger Electronics for more information call 01423 501151



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Never miss those vital episodes of *Eastenders* and *Home & Away* again, and deprive all those people who try and sneek a peek by plugging in some headphones. Who says TV is for the masses?
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Specially designed for the PlayStation *Resident Evil* games. With the square button replaced by a trigger. If you're a nut for the games, just try and resist!
£24.99 Ascii Entertainment, available at all leading retailers



ELECTRONIC STAR WARS TOYS
An R2-D2 memory game where there is no try, only do or do not! A mean Stormtrooper room alarm, and themed virtual pets.
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FREEPLAY

TEKKEN 3 TEAM SPEAKS

Jet-setting jet-setter that he is, Paul Davies popped over to Japan last month to offer some words of appreciation to Namco's *Tekken 3* team. While he was there they also revealed some behind-the-scenes secrets for us to pass on to their Euro-fans. For more of their words, check out this month's *Tekken 3* feature on page 14!

Members Tekken 3 Team are:

Hajime Nakatani	PRODUCER
Masanori Yamada	PROGRAMMER
Naoki Ito	PROGRAMMER
Yoshinari Mizushima	GRAPHIC ARTIST
Masashi Kubo	GRAPHIC ARTIST
Katsuhiro Harada	GAME DESIGNER
Masahiro Kimoto	GAME DESIGNER

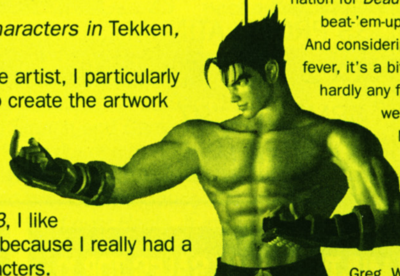
***Q:** How difficult was it to port* Tekken 3 *over to PlayStation. Did it pose a lot of problems? Was it more difficult because it is System 12 based?*
Masanori Yamada: Even though the PlayStation CPU is same as System 12, it was very, very difficult. The amount of motion data and character graphic data is very big. We spent most of the time compressing this data so that it would fit into the internal memory of the PlayStation.

Q: Tekken 3 *is so smooth and fast – it's stunning. What were the breakthroughs that allowed the progress from* Tekken 1 *through to* T3?
Naoki Ito: With *Tekken 1* and *2*, for the polygon models, each of the parts are not connected to make a character. In *Tekken 3* the various parts of each character are connected as one continuous body. Also, with regards to the compression of the data, even in *Tekken 2* the data was really huge. King's data, for example, reached the limit of what could be compressed down for PlayStation. In *Tekken 3* the data is three times larger, but we managed to compress this into PlayStation.

***Q:** How did you come up with the ideas for the unique characters in the* Tekken *series? Did any of the* Tekken *team's personal traits go into the characters?*
T3 Team: A good example is Eddy, since he wasn't planned to be the character you see at first. The development team wanted to include a character who used Capoeira, so the idea was passed on to the artist team. Mr Kimoto asked the artist to make a female character for Capoeira. However, the artist said it was too difficult to design a female character who used Capoeria, so along came Eddy. Also for Ling Xiaoyu, since most of the *Tekken* female characters are more than 25 years old, the team wanted a young girl. Also the second player colour of Kuma is Panda in this game. This was actually intended for *Tekken 1*, but wasn't realised until *Tekken 3*.

***Q:** Could you explain how the artificial intelligence (AI) works in* Tekken 3, *as it is more 'intelligent' than the previous two games. How does it 'think'. How does it 'learn'?*
Hajime Nakatani: In *T1* and *2*, enemy characters' AI is based on what the players would do. If playes do a punch, the computer will dodge. This time there is a more random factor built into the CPU AI, so that's why it's not so easy to win doing the same thing every time.

***Q:** Who are the team's favourite characters in* Tekken, *and why?*
Yoshinari Mizushima: Since I am the artist, I particularly like the characters which took time to create the artwork for. Therefore, Jin and Xiaoyu.
Masashi Kubo: Paul and King, because they are a little weird compared to other characters.
Masahiro Kimoto: From *Tekken 1* to *3*, I like Nina. Also from *Tekken 3* I like Eddy, because I really had a hard time developing these two characters.
Katsuhiro Harada: Heihachi throughout the *Tekken* series, but in *Tekken 3* I like Jin. This is because Jin is the main character for *Tekken 3*. As the main character of the fighting game, he should not be too strong or too weak, he should be really well balanced. I had a hard time making sure that Jin was so well balanced within *Tekken 3*. I also like Jin because Jin doesn't have any special moves that are too strong. Also I like the control feel of this character.
Masanori Yamada: Xiaoyu, because every time I run the *Tekken 3* program, just tapping on the buttons to get through, I automatically choose Xiaoyu (she's the first default character on the chara select screen). Recently I've started to play Lei Wulong.
Hajime Nakatani: King – because he is rather easy to use, but also there are some aerial moves which can be very tricky for other players.
Naoki Ito: Jin.



RED-HOT RUMOURS DIGEST (ABRIDGED)

• Sega are asking their Katana developers to produce networkable games for the machine's release later this year. It now seems certains that the machine's Microsoft-built operating system will include network and TCP/IP capabilities, allowing the machine to hook up to game servers on the Internet. If Microsoft are clever (which they are, quite) part of the deal will be for them to run this service via their own Internet Gaming Zone. Could this also mean a web-browsing function will be built into the machine?

Sensible Software is to be sold. The veteran UK developer of groundbreaking software such as *Mega-lo-Mania*, *Cannon Fodder* and *Sensible Soccer* is looking for investment to finance future projects. Hey, someone with cash! Don't let this primo UK team go down!

• The big-name backer behind the mysterious Project X console looks like it is actually Japanese electronics giant Matsushita, otherwise known as Panasonic. One of the Project X developers apparently gaffed by issuing an announcement stating how pleased they were to be working with the company on the new machine. There's also talk that the hardware will actually be incorporated into all of Matsushita's forthcoming domestic DVD (Digital Versatile Disc) players, thus creating a VERY potent new force within the games market!

READERS' MOST WANTED CHART

***Tekken 3* slips from the number two position down to number five, while *Resident Evil 2* endures another month at the top of the chart. Konami's *Metal Gear Solid* and *64DD* are this month's new entries.**

1	RESIDENT EVIL 2	PS/SAT/PC
2	ZELDA 64	N64
3	GRAN TURISMO	PlayStation
4	TOMB RAIDER 3	PS/PC
5	TEKKEN 3	PlayStation
6	NEW SEGA CONSOLE	Sega
7	METAL GEAR SOLID	Playstation
8	F-ZERO 64	N64
9	FINAL FANTASY VIII	PS/PC
10	64 DD	Nintendo

The drop in votes for *Tekken 3* and only one nomination for *Dead or Alive* was surprising. Surely beat-'em-ups aren't going out of fashion? And considering the imminence of World Cup fever, it's a bit surprising that there were hardly any footy game votes. This month's weirdo nominations include "A Mob Game" from an anonymous voter, "Farts 'n' Babes" from Gavin Bratt, "Smurfs 64" (ho ho, Philip Christie), "Bango Kazooe" from Arran Gilbert and "Rascal" from Greg. Why, Greg?

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**TOMB RAIDER: PLATINUM**	**PLAYSTATION**	**EIDOS**
2	NE	TEKKEN 2: PLATINUM	PLAYSTATION	SONY
3	2	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
4	3	CRASH BANDICOOT: PLATINUM	PLAYSTATION	SONY
5	NE	YOSHI'S STORY	NINTENDO 64	THE GAMES
6	6	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
7	4	GOLDENEYE 007	NINTENDO 64	THE GAMES
8	8	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
9	15	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	PSYGNOSIS
10	10	STAR WARS: SUPREMECY	PC CD-ROM	VIRGIN
11	NE	DEATHTRAP DUNGEON	PLAYSTATION	EIDOS
12	8	FIFA '98: ROAD TO WORLD CUP	NINTENDO 64	EA
13	7	TOMB RAIDER: UNFINISHED BUSINESS	PC CD-ROM	EIDOS
14	12	GRAND THEFT AUTO: SPECIAL EDITION	PLAYSTATION	TAKE 2
15	9	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
16	17	NEED FOR SPEED 3	PLAYSTATION	EA
17	NE	ISS PRO: PLATINUM	PLAYSTATION	KONAMI
18	20	GEX 2	PLAYSTATION	TAKE 2
19	11	FORMULA 1 '97	PLAYSTATION	PSYGNOSIS
20	NE	QUAKE 64	NINTENDO 64	GT INTERACTIVE

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	PANZER DRAGOON SAGA	SEGA
2	BURNING RANGERS	SEGA
3	WORLD LEAGUE SOCCER	SEGA
4	HOUSE OF THE DEAD	SEGA
5	DUKE NUKEM	SEGA

SATURN IMPORT TOP 5

1	SHINING FORCE 3 (US)	SEGA
2	VAMPIRE SAVIOR	CAPCOM
3	GRANDIA DIGITAL MUSEUM GAME	ARTS
4	BOMBERMAN WARS	HUDSON
5	GUNGRIFFON 2	GAMEARTS

PLAYSTATION U.K. TOP 5

1	GRAN TURISMO	SONY
2	RESIDENT EVIL 2	VIRGIN
3	COLIN MCRAE RALLY	CODEMASTERS
4	BREATH OF FIRE 3	OCEAN
5	POINT BLANK	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 3	NAMCO
2	PARASITE EVE	NINTENDO
3	XI [SAI]	SCE
4	POCKET FIGHTERS	CAPCOM
5	STOLEN SONG	SCE

PC TOP 5

1	COMMANDO'S	EIDOS
2	QUAKE 2	ACTIVISION
3	DESCENT FREESPACE	INTERPLAY
4	BATTLEZONE	ACTIVISION
5	WORLD CUP '98	EA

NINTENDO 64 TOP 5

1	MISSION IMPOSSIBLE	OCEAN
2	YOSHI'S STORY	THE GAMES
3	FORSAKEN	ACCLAIM
4	QUAKE 64	GT INTERACTIVE
5	WETRIX	OCEAN

NINTENDO 64 IMPORT TOP 3

1	F-ZERO X	NINTENDO
2	ZELDA 64	NINTENDO
3	BANJO AND KAZOOIE	NINTENDO

GAME BOY TOP 3

1	WARIO LAND 2	THE GAMES
2	POCKET BOMBERMAN	HUDSON
3	V-RALLY	INFOGRAMES

ARCADE TOP 5

1	LIBERO GRANDE	NAMCO
2	PLASMA SWORD	CAPCOM
3	STREET FIGHTER EX 2	CAPCOM
4	EHRGEIZ	NAMCO
5	FIGHTING VIPERS 2	SEGA

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FINAL FANTASY 5**	**PLAYSTATION**
2	OMETTE NIGHT	PLAYSTATION
3	BUSHIDO BLADE 2	PLAYSTATION
4	GRAN TURISMO	PLAYSTATION
5	BIOHAZARD 2	PLAYSTATION
6	MEDEAROT PARTS COLLECTION	GAMEBOY
7	CLOCK TOWER: GHOST HEAD	PLAYSTATION
8	TENCHU	PLAYSTATION
9	XENOGEARS	PLAYSTATION
10	DEAD OR ALIVE	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**YOSHI'S STORY**	**NINTENDO 64**
2	TRIPLE PLAY 99	PLAYSTATION
3	NBA SHOOTOUT 98	PLAYSTATION
4	RESIDENT EVIL 2	PLAYSTATION
5	BLOODY ROAR	PLAYSTATION
6	GOLDENEYE 007	NINTENDO 64
7	FINAL FANTASY TACTICS	PLAYSTATION
8	WCW NITRO	PLAYSTATION
9	GEX 3D: ENTER THE GECKO	PLAYSTATION
10	WCW VS NWO	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**TEKKEN 3**	**PLAYSTATION**
2	J-LEAGUE WINNING ELEVEN	PLAYSTATION
3	PREMIER MANAGER '98	PLAYSTATION
4	WORLD CUP '98	MULTIFORMAT
5	COMMANDO: BEHIND ENEMY LINES	PC CD-ROM



CVG'S 15 CARTOONS

1. SCOOBY DOO (WITHOUT SCRAPPY)
2. SOUTH PARK
3. THE SIMPSONS
4. DUNGEONS AND DRAGONS
5. TRANSFORMERS
6. BEAVIS AND BUTTHEAD
7. HONG KONG PHOOEY
8. THUNDERCATS
9. CENTURIONS
10. WACKY RACERS
11. GODZILLA
12. BATMAN, ANIMATED SERIES
13. ULYSSES 31
14. PRE 1960 TOM AND JERRY
15. BATFINK

Keith Ainsworth's GOSUB :IF PEEK(16386)= R.E.T.R.O R.A.N.C.H THEN=GOTO 10>> :RETURN

As the country is gripped by World Cup fever, it seems a good time to reflect on the best versions of the national game to have graced our computers and consoles over the years.

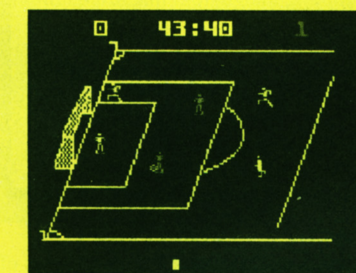
TENUOUS BUT TRUE

In the beginning, there was *PONG*. People soon got bored of this bat and ball game so it was made more complex. We got games named *Tennis* (which was just like *PONG* really), *Squash* (*PONG*, but both players are at the same end of the screen), and *Football* (*PONG* with two bats each).

TOO GOOD TO BE TRUE?

In 1980, realism improved greatly with the game *Soccer*, for the Mattel Intellivision. This was an excellent cartridge that came with the console in the UK. The pitch was a colourful 3D representation that had two teams of little stick-men running around it. Ideas from this game became standard concepts for later football games.

The console intelligently selected the closest player to the ball if you lacked possession, and changed his colour so you would know which one he was. The unique Intellivision disc controllers gave excellent control of the players, and, together with the cheering crowds (the same sound used in all Intellivision sports games), made it the first fun football game.



Mattel Intellivision's *Soccer* set the standard for later games

In 1982 Kevin Toms had a good idea for a BASIC program on his ZX-81. Over the next 10 years he preceded to stretch the idea over every computer that was subsequently released. *Football Manager* was a game solely of strategy. You chose the team, paid the bills, transferred players etc. And, when ready, opted to play the game. On the Spectrum, you got the highlights of the game played out by little stick-men. This was all automatic. You could only watch or do as my mate Tony did – ignore it and read for a few minutes.



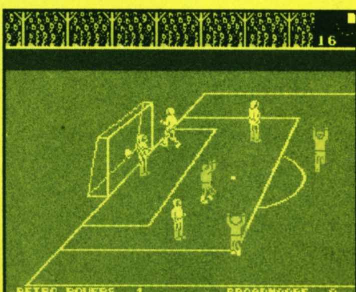
Decide tactics and play when ready in *Football Manager*

BIG CHUNKY FOOTBALLERS

In 1983 the sleek new Commodore 64 got a game that was to endure for many years. *International Soccer* by Andrew Spencer was sold on a cartridge by Commodore themselves. Selling it at just £9.99 was a masterstroke as cartridges for other systems often cost £30. The game had big chunky footballers and a spot-on sound for the referee's whistle. For a long while this was the best C64 football game. When Commodore launched their flop console version of the C64, the C64GS, it came with a cartridge containing four games one of which was *International Soccer*.

REVOLUTION!

Over the next few years the Spectrum had a couple of stick-men games you could control (*World Cup Football* by Artic and *Star Soccer* by Watson), but none really worth playing until *Match Day*. The product of byte merchants Jon Ritman and Chris Clarke, *Match Day* was a computer game that had great football atmosphere. The graphics were large and the players controllable and behaved intelligently on their own. In its March 1985 edition the three reviewers for *Your Spectrum* gave *Match Day* 5/5, 4/5 and 4/5 – a hit!



The atmospheric *Match Day* was a hit with serious gamers

Match Day was a great success and a game of great longevity. Crash magazine had a section each month named the Hotline Chart where readers could vote for their favourite game. An overall chart from 42 hotlines showed *Match Day* to be the most voted for game. Crash also held a *Match Day* tournament involving six readers and Ritman, Clarke and Bernie Drummond. In an afternoon of playing, Ritman pounded the opposition, winning all his games and scoring 38 goals. Lesson One – never play the programmer.

ENTER THE LICENSE



For the 1986 Mexico World Cup US Gold obtained the rights to sell the only official World Cup computer game. *World Cup Carnival* went to town with its packaging. For your £9.95 you got a wall chart to map the progress of the real competition, a poster, self-adhesive world cup flags and a sew-on badge.

Unfortunately they didn't pay as much attention to coding the game. With only a few tiny differences to tart it up this was Artic's two-year-old *World Cup Football*, now costing you three quid more! Unfortunately because it looked so good from the outside many people bought the game before reading any reviews and found they already owned it. Nutmegged!

The review in *Crash* is fun to read. '*World Cup Carnival* is an appalling game and it's a disgrace to see a big software house like US Gold releasing it... This game is awful... avoid it at all costs', and 'This is the worst football simulation I have ever seen'. They gave it 26%.



World Cup Carnival... Great packaging, shame about the game.

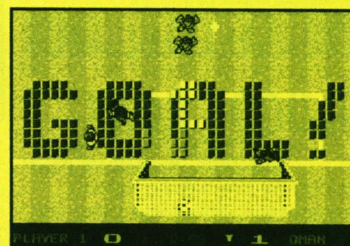
RETURN OF THE KING



Match Day II was released in February 1988 and became a *Crash* Smash and Game of the Month in *Your Sinclair*. The sequel was coded by Jon Ritman and had graphics by Bernie Drummond – the team that had previously produced the classics *Batman* and *Head over Heels*. It improved on all the elements of the previous game and added new features like barging, the kickometer and the diamond deflection system.

AND THE REST IS HISTORY

The mighty *Microprose Soccer* for the C64 was released in 1989 and was the product of Sensible Software. The game showed an overhead view and featured fouls, weather, action replays and banana shots. This was a hugely influential game and is the nearest thing to real football you'll find on the C64. Its closest rival was *Kick Off* by Anco. Programmed by Dino Dini (no, really) it is probably better appreciated on the Amiga and Atari ST versions where it displays great playability and smooth, fast football action.



Influential: *Microprose Soccer*



Throw In



RETRO RANCH CLASSIFIED

RETROGAMER Issue 15 is out now! It contains features on the classic games *Bounder* and *New Zealand Story* and completes the profile of the Vectrex console and the Malcolm Evans story. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for the huge list of classic games for sale too. The RETROGAMER fanzine page is at http://www.geocities.com/SiliconValley/Heights/5874/ and you can e-mail Keith on retrogamer@hotmail.com

TIPS

THE LEGEND OF LOMAS



The sun is getting his hat on, hip hip hip hooray! Summer is coming, but it only provides more problems for us hardcore tips fans. For a start, sunlight always manages to glare off your TV, making it impossible to see all those important passwords. Also, people keep telling you to go outside in the sun. Don't listen to them! Laters.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and we don't want big lists of cheats for Master System games. Thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

BLOODY ROAR

To play as the hidden fighter, Indian, finish the game twice as each character on the hardest setting, then go to the character select screen. Now hold **L1+R1 and press Up, then Down**.

Here are a few more of the bonus options you can collect by playing the game in certain ways.

VIEW SELECT
Finish the game as Alice on level four or above. You can now pick a camera angle from the options menu.

INVISIBLE WALLS
Finish the game as Fox on level four or above, and the walls will be made see-through.

NO GUARD
Finish the game as Gado on level four or above and you'll get the option to turn blocking off.

NO LIGHTNING
Finish the game as Long on level four or above and you can turn off the lightning effects.

DEAD OR ALIVE



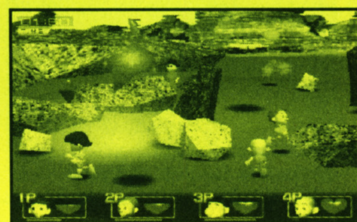
To play as the boss Raidou, finish the game as each character on the default settings.
To play as Ayane, the PlayStation version's new fighter, collect every costume in the game by finishing it repeatedly. You need to get 14 for each of the girls, plus five for each bloke and three for Raidou.

NEED FOR SPEED 3

To use these cheats, go to the user name screen and enter one of these codes.

spoilt	All cars + regular tracks
Xcav8	Caverns track
mcityz	Empire City track
Xcntry	Auto Cross track
Gldfsh	Scorpio-7 track
Mnbeam	Space Race track
Playtm	The Room track
rocket	El Nino
1jagx	Jaguar XJR-15
amgmrc	Mercedes Benz CLK GTR
Seeall	Extra camera views

POY POY



To compete on an extra stage, finish the master cup on a single continue, and you'll have to beat the king. If you do, you'll get a special glove.

To kill yourself and anyone in the immediate area, quickly press **X and Circle** together. As your power bar fills up, you'll explode!

REBOOT



To play as Enzo, go to the main menu and press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right, then choose to start a new game. That's all.

X-MEN VS STREET FIGHTER EX



To play as Apocalypse (yep, the big blue guy), complete the game on the top difficulty. That's all.

SATURN

QUAKE

To give yourself all four runes and access to all of the episodes, go to the House Of Chthon and stand where the first rune is normally sitting. Now pause the game, highlight Customise Controls, and press **R, Z, L, X, Y, L, R, Y, L, R**.

To see the map, pause the game and highlight Customise Controls. Now press **L, R, L, R, Z, Y, X, X, Y, Z.**

For zero gravity mode, pause the game and go into the Options menu. Now highlight Lookspring and press **R, R, L, R, X, Y, Z, X, Y, Z**.

NINTENDO 64

1080° SNOWBOARDING



To be able to play as the Crystal boarder, finish the match race on expert level. Now go to the player select screen and choose Akari Hayami, then **hold C-Left and press A** to confirm.

To get the Gold boarder, finish the match race on expert level while playing as the Crystal boarder. Now go to the player select screen and choose Kensuke Kimachi, then **hold C-Up and press A** to confirm.

To get the Panda boarder you need to finish the match race on expert level, get first place in trick attack on all the courses, and get three first places in contest mode. Once you've done it, go to the player select screen and choose Rob Haywood, then **hold C-Right and press A** to confirm.

To get the extra Deadly Fall course, finish the six courses on expert mode in the Match Race.

To get the extra Dragon Cave course, finish the five courses on hard mode in the Match Race.

GOLDENEYE



This cheat gives you loads more characters to use in the multiplayer modes. In fact, you can play as any enemy in the game.
Go to the multiplayer character select screen and move to highlight the very last one (to the right). Now follow these instructions in this order and you should get loads of exciting characters, such as Rare's tea lady.

1. Hold L+R and press C-Left
2. Hold L and press C-Up
3. Hold L+R and press D-pad Left
4. Hold L and press D-pad Right
5. Hold R and press D-pad Down
6. Hold L+R and press C-Left
7. Hold L and press C-Up
8. Hold L+R and press D-pad Right
9. Hold L+R and press C-Down
10. Hold L and press D-pad Down

PC CD-ROM

STARCRAFT

For invincible units, press Enter, type "**Power Overwhelming**", then press Enter again.

For infinite mana, press Enter, type "**The Gathering**", then press Enter again.

For extra money, press Enter, type "**Show me the money**", then press Enter again.

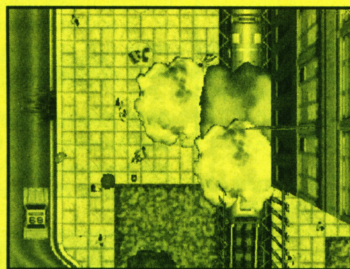
To speed up the building process, press Enter, type "**Operation CWAL**", then press Enter again.

To reveal the entire map, press Enter, type "**Black Sheep Wall**", then press Enter again.

To stop the enemy from using their magic, press Enter, type "**NoGlues**", then press Enter again.

To lose the game immediately (very useful), press Enter, type "**Game Over Man**", then press Enter again.

GRAND THEFT AUTO



To use these codes, go to the character select screen and press Backspace, enter your code, then press Enter.

6031769	Infinite health
itstantrum	Infinite lives
buckfast	Press keypad '*' for all weapons
suckmyrocket	All weapons and get out of jail
nineinarow	All cities
iamthelaw	No cops
itcouldbeyou	Maximum credits
hatemachine	10x multiplier
porkcharsui	Debug stuff

ARCADE

MARVEL VS CAPCOM



Okay, here's one we've not had confirmed yet. We recommend trying it out with just one credit, and if you can't get it working, don't bother again. And don't call us to complain either.

Go to the character select screen and highlight Chun-Li. Now press **Right x2, Down x4, Left x2, Right x2, Upx4 then Left x3**. You should move from Chun-Li to a new character called "Dave" who is apparently the cousin of *Street Fighter 3*'s Dudley. Hmm.

WE'RE STUCK!

Dear CVG,
Are you sure that the *Tomb Raider 2* nude cheat was correct, as I spent hours trying and then the sod didn't work! Is this another crock of fake *TR2* cheats? I hope not, otherwise I'm afraid I'll just have to cry.
Robert O' Conner, Manchester

Dear CVG,
I recently bought the CVG magazine because it had the NUDE MODE cheat for *Tomb Raider 2* on the PlayStation. But me and my mate Gavin tried to activate the cheat for hours and nothing happened.
Could you be honest with me and please tell me if the NUDE MODE cheat really works or not. If it really does work then could you please explain how to activate it in more detail, unless you could tell me a much easier way to do it.
Please, please, please reply.
Thank you very much from Chris Knight, age 15.

Dear CVG,
I'm writing in reply to FreePlay in #197 the *Tomb Raider 2* cheat. I can't seem to get it to work, can you help?
I only know the chorus to the song, is this the problem?
PLEASE HELP!!
Ben Whorwood, Newquay

Dear CVG,
Please can you print this in your next issue. In your *Tomb Raider 2* nude cheat I had quite a lot of difficulty making it work. Do I have to play the whole song or just the "Never Ever" bit? Or do I just have to play "Never ever have I ever felt so low"? Do I have to move Lara twice in the "Never" bit or just once, and does it matter how slow you do it? Please give me some good info.
Steven Loader, Malvern

Dear CVG,
I have got *Tomb Raider 2* and have seen the cheat to make Lara nude by dancing on the bed and player two pressing Square to the tune of "Never Ever" by All Saints. The song "Never Ever" was not out when *Tomb Raider 2* was released so how can you do this cheat? Please could you give me a cheat to get Lara nude.
C Kemp, Norwich

CVG: There you go... proof that there really ARE people this sad. Dream on, losers!

Dear CVG,
On *Street Fighter Alpha 2* on the PlayStation is it possible to play as Evil Ryu?
Also what is the space for in the main menu?
Is there a cheat on *Tomb Raider 2* to get rid of all the enemies, if so could you please tell me?
James Newbolt, Lancaster

CVG: *Evil Ryu isn't in the original version of SFA2 on the PlayStation, but he is in the* Street Fighter Collection *version.*
The space on the main menu is just a plain old space, which does nothing but sit there.
And there's no way of removing the enemies from Tomb Raider 2. *That's one of the saddest cheat requests we've ever had.*

Dear CVG,
In your FreePlay, under *Resident Evil*, it said "Game Complete with Rocket Launcher". Where is it and how do you get it? This is for PlayStation.
Thanks for your time.
Martin Nugent, Ireland

CVG: *To get the rocket launcher you need to finish the whole game as either character in under 3 hours. Learn exactly what to do, then run through the whole game as quickly as possible.*

Dear CVG,
Please answer the following questions about *Street Fighter Collection* on the PlayStation:
1. Could you tell me the cheat on how to get Akuma on *Super Street Fighter 2*?
2. Could you tell me the cheat on how to get Cammy on *Street Fighter Alpha 2 Gold*?
3. Do you know if there's a cheat on how to get Evil Ryu in *Street Fighter Alpha 2 Gold*?
4. Do you know if there's a cheat on how to get Angle Akuma on *Street Fighter Alpha 2 Gold*?
5. If there's any other cheats that I haven't mentioned could you please let me know.

From your best CVG reader, Jorge Rodriguez, Australia

CVG: *Here are your bonzo answers, cobbler!*
1. Just highlight Ryu and press ***L1+R1*** *at the same time to play as Akuma.*
2. To get Cammy, complete the game as M Bison and get a score which is high enough to get first place on the score table. Now enter your name as ***"CAM"*** *and choose either Vs Mode or Training Mode. From here you can pick Cammy by highlighting M Bison and pressing Start three times.*
3. To get Evil Ryu in SFA2 Gold you should only need to highlight Ryu and press Start.
4. If you mean "Angel" Akuma, then we don't know. No idea what you're talking about whatsoever. You can get Super Akuma by highlighting Akuma and pressing Start, in case that's any help.
5. Sure.

MELTING POT

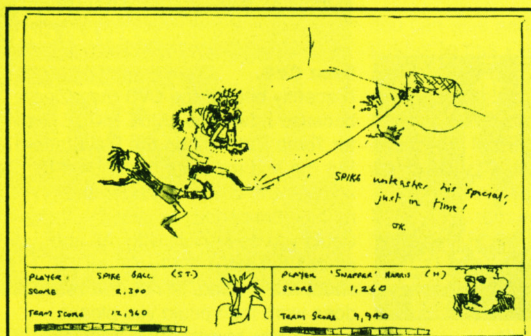
SHOW THE WORLD YOUR GAME IDEA!

Greetings and salutations. Welcome to the wonderful world of gaming ideas. The area of the mag where you get to show the world why you should be given the power to create games. All we ask is a couple of hundred words from you, and a 'screenshot'. In return we'll give you our honest opinion and a mark out of five. Remember, these games are all part of someones' imagination. They aren't available in the shops – yet. But if your game is truly groundbreaking and an awesome idea, who knows what could happen once it's graced these pages.

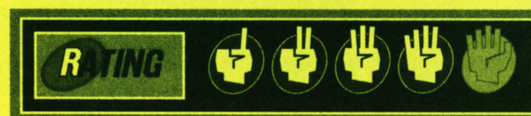
FOUL FOOTBALL

©John Knott, 1998

A fast, fun and foul football game, where horrendous fouls and unbelievable goals score big points! Based on pub team five-a-side, the pitch is 'walled' so that play never stops, except when a goal is scored. The emphasis is on non-stop action. Teams consist of 'hackers' and 'strikers' who start the game with a set amount of health points. Each has his/her own character, strengths and special moves. Hackers steal points by fouling their opponents, and possess at least one devastating special foul move which, when perfectly timed, scores big points off the opponent. When an opponent's score reaches zero or below (minus points score against team total) he limps off to be automatically replaced by a sub. Strikers score points by scoring incredible goals. They are quicker than hackers – they have to be! But they take more damage when they do get hit. Strikers' special moves are incredible feats of skill or blistering shots, which knock points off everything they hit en route to goal. For example, the Brazilian Wizard hypnotises the defence and walks the ball into the net. Spike Ball's special is just that! When struck right, the ball develops spikes and tears into the net. Goalies are automatic, with good all-round skills. They can't score, nor lose points, and they automatically keep play moving. They can't come out of their area and other players can't enter it. Keepers can't save strikers' specials. The winners are the sides with the highest team points totals at the end of the match. Massive scores result in accessing secret players with even more devastating talents.



CVG: Five-a-side, dirty play, incredible goals – fantastic! Just what you'd want in a game of football. Mix parts of this with R U BLIND REF and we'd have the ultimate football game.

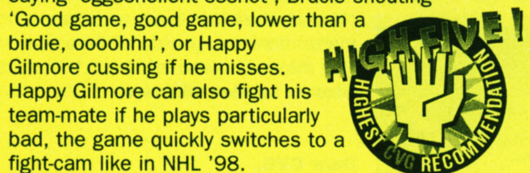


VIRTUA CONKER FIGHTER

PRO CELEBRITY GOLF featuring Virtua

©Bahama & Pog productions, 1998

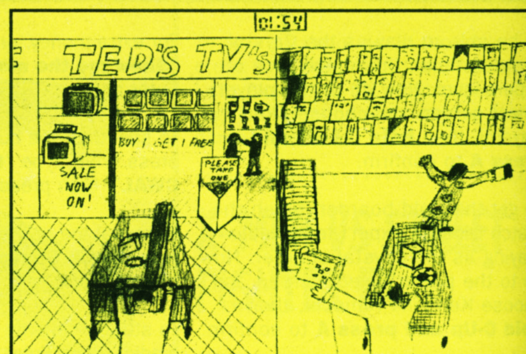
This is like the better golf sims on the market, but with the added addition of more exciting virtual players. You still get your Tiger Woodses and Colin Montgomeries, but with the introduction of celebrities, the game is radically different. For a start, the celebrities include anyone who has displayed a love of golf in the media in the past five years. So you get to play as J Mascis of Dinosaur Jnr, The Beastie Boys, Adam Sandler as Happy Gilmore, Bruce Forsythe and Sean Connery among others. No Jimmy Tarbuck! Each celebrity is paired up with a pro for rounds of golf over the world's most famous courses. Depending on how well the pair are playing, they will get along, or start to fall out. Each character has a range of catchphrases, such as Sean Connery saying 'eggsshellent ssshot', Brucie shouting 'Good game, good game, lower than a birdie, oooohhh', or Happy Gilmore cussing if he misses. Happy Gilmore can also fight his team-mate if he plays particularly bad, the game quickly switches to a fight-cam like in NHL '98.



There are secret characters and courses to be found for winning trophies or getting hole-in-ones. These include Krusty the Clown, Bob Hope, Michael Jordan and OJ Simpson. More secrets include some amazing Crazy Golf courses, which add variety to the main courses. There is also a secret that lets you race around each course in Golf Karts, adding a Mario Kart style challenge into the mix.

CVG: We like this a lot. Somebody please make this game – we reckon there's a market there. Apart from better graphics, golf games haven't really improved over the years. These suggestions would make a fine start and add variety.

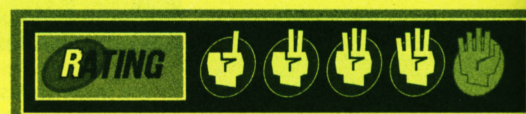
TROLLEY MADNESS



©Ed Hope, 1998

This would be a game for two players. Both players have to run around a shopping centre with a trolley, each trying to grab the most valuable items off shop shelves, in a set time limit. To make sure that the game doesn't get boring, the shops would be in different places each time. The valuable items would be hardest to get, and time would be used up as players try to get them. For example glass cases would have to be smashed in order to get to diamond rings and gold necklaces. Other shoppers would get in the way as players race around the shopping centre. When all the items have been converted into cash, this money could then be spent on various things like larger trolleys, trolley ram, trolley horn, roller blades for the pusher. To add to the fun there would be security guards on the prowl, just to make sure you're moving all the time. The more you grab, the more they'll want you.

CVG: This is highly original so we like it. We're getting hundreds of Grand Theft Auto inspired games at the moment, but this is a clever twist. If it had Dale Winton in there somewhere, we'd give it a five.



THE 'R U BLIND REF' TRILOGY

©Shane Down and Simon Knowles, DAKAFB Games, 1998

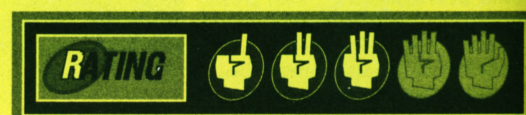
Our game would be split into three modes, probably on two CDs for the PlayStation. In each mode you'll control any of the 100-plus real life referees available or a made up one. The first mode would be soccer, where you'll start your career as a ref of local teams, and work your way up to the World Cup!

In the game, you'll make decisions like fouls, corners, bookings, half time and final whistle. And, most importantly, dodgy penalties. Gaining promotion to better leagues to referee depends on the amount of points you get (out of 100) for good decisions, bad mistakes, mistaken identity etc.

The second mode will be a *Doom* style shoot 'em up (with light gun option). Let us set the scene, it's the World Cup final at Wembley, England vs Brazil. As bizarre as it sounds, aliens have disguised themselves as humans and have abducted all 22 players, and your assistants. You have to shoot everything in sight, over 24 action-packed levels, rescuing the players and assistants. After each level, you fight the end-of-level baddy. On defeat, the alien will give you a player/assistant and you'll continue your quest.

The third and final mode will be a fighting game, where you the referee fight in different competitions around the world against other referees. There will be an extra surprise on completion of the third game, as you'll be able to take part in intergalactic referee-slaying.

CVG: Nice variety and modes of play. But at the end of the day, football is a game of two halves... and referees are pretty boring. However, if this idea was to merge with FOUL FOOTBALL, we could have a winner on our hands.



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• **M/F PENPAL WANTED, AGED 12, GOT A PS &** HATES SCHOOL. WRITE TO SCOTT BILLINGTON, 1 BALA RD, CROFT, LEICESTER LE9 3GF

• **WANTED: PENPAL M/F, MUST LIKE BOTTOM,** FRIENDS & PLAYSTATIONS 13-16, SEND PHOTO IF POSS, & WRITE TO DAVID HODGSON, 29 WAVER DALE WAY, SOUTH SHIELDS, TYNE & WEAR NE33 4SL

• **WANTED: MALE PENPAL AGE 16+ MUST HAVE** GSOH & LIKE NINTENDO 64, MUSIC, REPLIES PROMISED, BECCY SMITH, 4 ROYAL COURT, HARWICH RD, COLCHESTER, ESSEX CO4 3GB

• **WANTED: MALE PENPAL LIKES N64 & SUPPORTS** ARSENAL, & LIKES FOOTBALL AGE 10-12, SIMON ARUNDEL, MILL FARM HOUSE, ATTLEBOROUGH RD, DEOPHAM GREEN, NORFOLK NR18 9DQ

• **PENPAL M/F WHO LIKES RETRO CONSOLES ATARI,** PLAYSTATION, SATURN, LIKES ELTON JOHN, REPLIES PROMISED. PHILLIP CASTLE, 60 ST MACHAR COURT, ABERDEEN, AB24 2YB

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• **PENFRIENDS WANTED, 9-12, I HAVE A MEGADRIVE** & LIKE FOOTBALL, WILL ANSWER ALL WHO WRITE, MICHAEL BRANA, 20 KENNETH GROVE, LEIGH, LANCASHIRE, WN7 5BX

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• **WANTED M OR F PENPAL AGED 8-10,** MY NAME IS JOE JONES, MY HOBBIES ARE FOOTBALL & PLAYING COMPUTERS. WRITE TO JOE, 58 THE BROADWALK, EYHSBURY, ST NEOTS, CAMBS, PE19 25G (SEND PHOTO IF POSSIBLE)

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• **WANTED: PENPALS M/F (10-12) LIKES** PLAYSTATION & LARA CROFT, WRITE TO ADAM KELLY, 11 PLATTHILL AVE, DEANE, BOLTON, LANCS, BL3 4JR

• **WANTED: MALE PENPAL 12+ (I'M 13) MUST LIKE** SATURNS (AND OWN ONE) AND HATE PLAYSTATIONS & N64'S (PHOTO PLEASE), WRITE TO JOANNA KIRKMAN, 23 CODA AVE, BISHOPTHORNE, YORK

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Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

drawinz wot you dun

Look, if you're gonna keep sending us oversized drawings of gorgeous babes with hardly any clothes on, then we'll have to, er, pin 'em up on our walls and stare at them all day

KEY

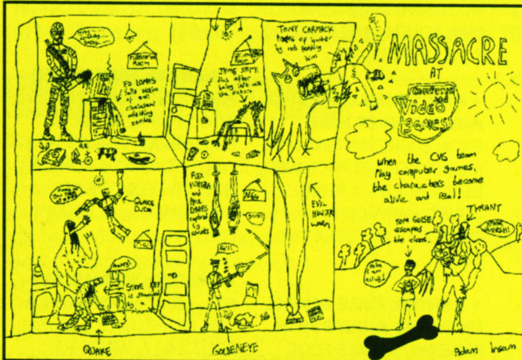


Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!



If it's not violent, gory pictures of people getting chopped in half with giant swords and such, it's beautifully drawn girls who make us wish we were cartoon characters. But, hey, remember the saying 'Man cannot live on sex and violence alone', and let's all... live together.



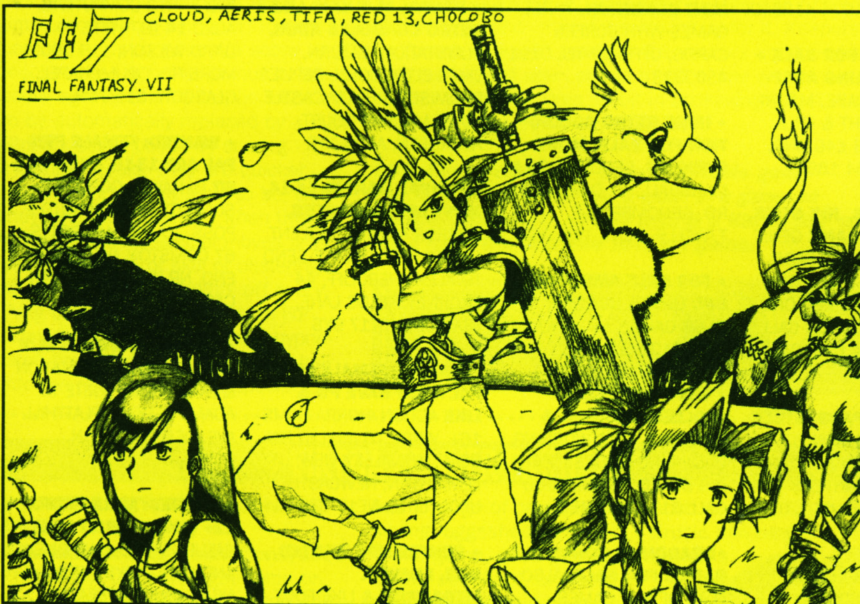
ADAM INSAM CHRONICLES A DAY IN THE LIFE OF THE CVG EDITORIAL TEAM. SHAME ED SURVIVES.

ATTENTION TO DETAIL, LOTS OF POSING, YES, WE LIKE THIS ONE. EXCELLENT, FROM MAI TRAN.



IS THIS BAD OR IS IT WORSE? WE RECKON CRAP. TONY LIKES IT, BUT WHAT DOES HE KNOW?

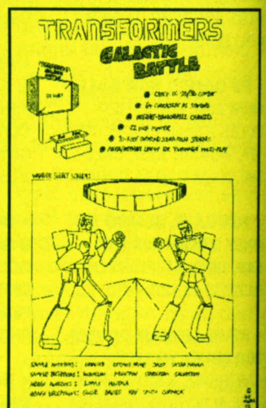




WHAT'S THAT GUY AT THE BACK LOOKIN' AT? GREAT DRAWIN', FROM ANNA WONG.



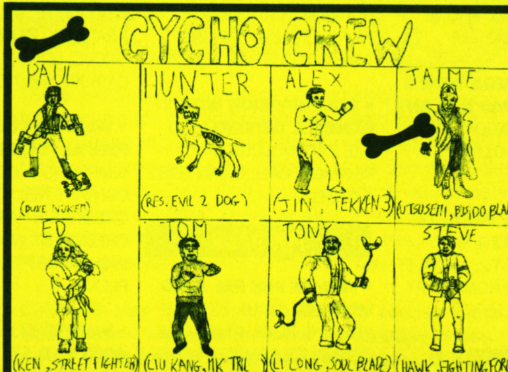
ANOTHER GEM FROM MAI TRAN. TOP ONE.



A GREAT IDEA FOR A TV, FROM DICK APWATER.



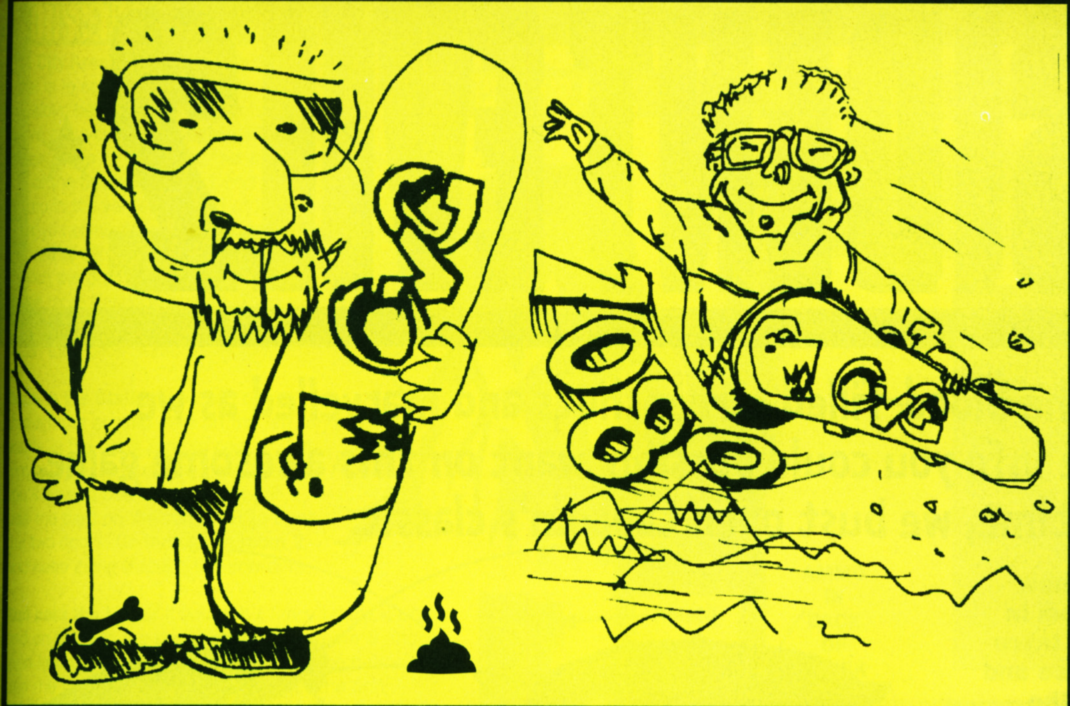
TAKE ME NOW. HELEN RENNIE.



MUSCLES ALL AROUND, FROM MARK RYAN.



'RES EVIL IS ACE,' RECKONS KEIRON GRIFFITHS.



'SELF-PORTRAIT', SENT IN BY ALASTAIR GREEN. WITH TONY 'BOARD STUPID IN THE BACKGROUND.



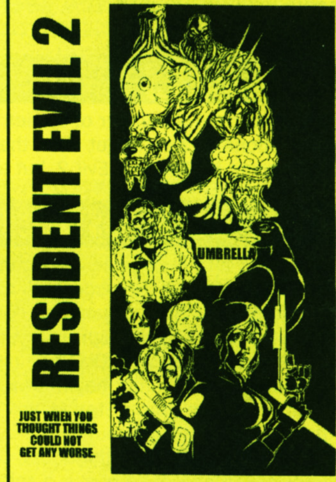
JULIA FOREMAN'S LEI-FANG. YES, YES, YES, YES, YES, YES.



IT'S A SUPERB DRAWIN' WOT YOU DUN, WHOEVER YOU ARE.



JORGE RODRIGUEZ, GREAT NAME, GREAT DRAWIN'. WELL DONE.



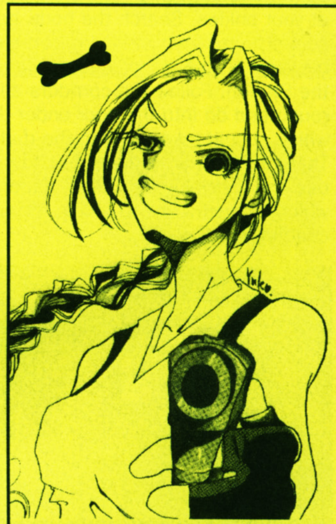
THINGS CAN AND ALWAYS DO GET WORSE, MICHAEL OSCAR.

drawinz wot you dun



HER EYES EXPLAIN WHY THE ARTIST FORGOT HIS/HER NAME/SEX.





IS THAT YOU, YUKO TODA, OR THE WILD-EYED TOMB RAIDER?



A TIP FOR TOP OF THE POPS, BY SCOTT JAMES BARKER.

WHAT GAME ARE THIS SCARY LOT IN? OH, THEY'RE THE CVG TEAM – WE CAN TELL BY ALEX'S SIDEBURNS... WELL SPOTTED MARK HOLLIDAY.

Send 'em in to:

drawinz wot you dun

CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

RESIDENT EVIL 2

You've gawped at the blood-filled screenshots and marvelled as we brought you all the info you could possibly want on this awesome game. Now, for the final time, we bust open Capcom's classic.

Seeing as most of you know where we're coming from in terms of *Resident Evil*, there is no point in us wasting space and time telling you about all of the monsters and weapons, so we'll move straight into the secrets.



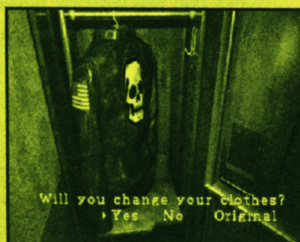
HIDDEN GOODIES

There have been a number of stories and different variations on how to get all of the secret and hidden items in *Resident Evil 2*, but let us dispel all of these rumours once and for all. These tips DEFINITELY work. We have got them to work and have seen others do it. We wouldn't have the screenshots otherwise. SO DON'T PHONE US UP IF YOU CAN'T GET THEM TO WORK!! We'll only tell you to try again. Is that clear?

HIDDEN COSTUMES

There are a total of three hidden costumes in *Res Evil 2*, and you access all of them in the same way. Start a game on normal difficulty, and play through until you reach the Police Station WITHOUT picking up a single item. No ammo, health or weapons. Just before the Police Station, you'll have the choice of going through a small park or underneath and out to the doors. Go underneath and you'll notice a zombie that isn't usually there. Get close enough to him so that he dives for you feet, and then stamp on his head once he starts nibbling at your ankles. Search the body, get the security card from the dying cop and take the door on the left of where you came into the Station. Follow the corridors all the way round and do into the door under the stairs, which should take you into the dark room. There is a locker in there that you should use the special key on. And, depending on which character you're using, the new costumes are inside.





You get Claire's new costume from the locker, shown right.

INFINITE WEAPONS



Fifteen in the clip and one in the pipe.



There are three types of special weapons that you can obtain, and these are all to do with the rank you get when finishing a game. If you finish Leon's A game with a rank of B (you need to finish the game in under three hours using a maximum of 12 saves) you'll be given a new same game. Start this, and when you get to the first storage box, inside will be a rocket launcher with infinite ammo. Play his B scenario and get the B rank again, and you'll get the Gatling Gun with infinite ammo. Finish it on Claire's B scenario with the B rank and you'll get a Sub Machine Gun with infinite ammo. Mass destruction is a certainty.

FOURTH SURVIVOR: HUNK

This is the first of two secret games you can access through some serious *Res Evil 2* hours of play. To get this sub game, you simply need to get two A ranks with one character on both of their scenarios. In this sub game, you have to get from the sewer to the roof with the G-Virus and escape, so that Umbrella retrieve the Virus.



FOURTH SURVIVOR: TO-FU

The hardest secret to reach in the game, is the one that we are least clear about. We accessed it by getting six A and B ranks with various characters and after that, To-Fu was saved onto our memory card. Other reports have suggested that you need to get an A rank with Hunk, but numerous people have told us that you don't actually get a rank for that mode. Oh well!

Without a doubt, This has to be the hardest lump of bean curd we've ever seen!

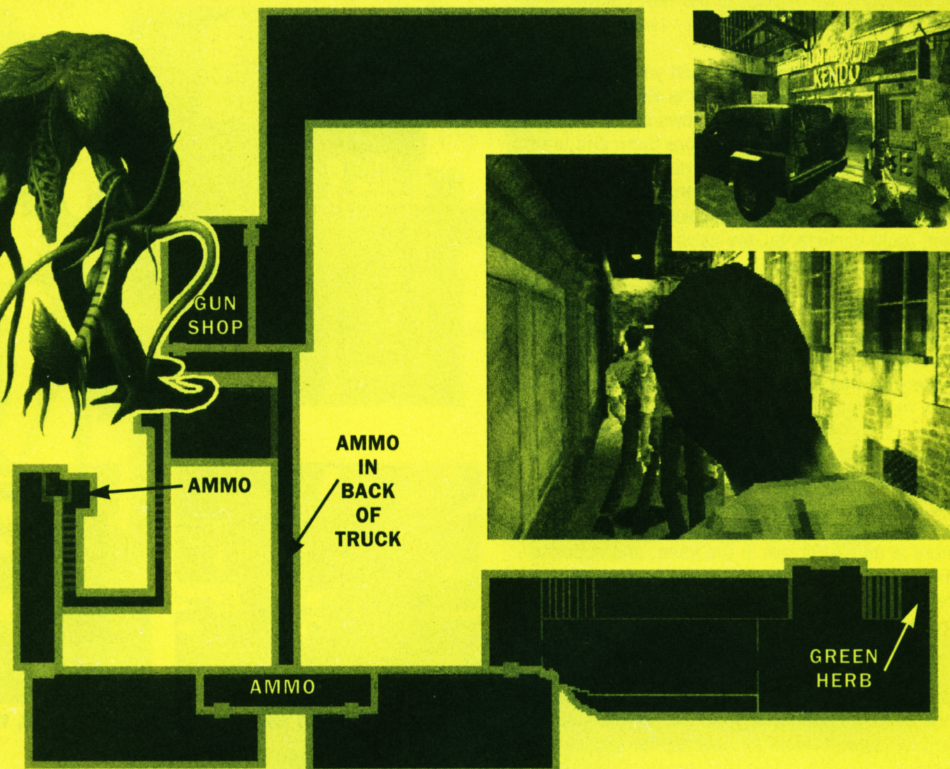


LEON SCENARIO 1

CITY AREA



The City Area is nothing more than a taste of what is to come. Shoot as few of the zombies as possible, because you can run past most of them. There are a couple of **slightly hidden ammo** boxes. Keep running past the zombies that burst out of the basketball court and there is some ammo in the van at the end of the alley. Also, after you climb down the first set of stairs, instead of climbing over the obstacle, search the drums nearest the camera for some more handgun bullets. Then just keep dodging everything until you reach the Police Station.



Once in the Station, you can only go through the second door on the left, and inside is the dying zombie copper. Let him give you the security card and you'll end up back in the main hall. Use the card on the computer to open the two doors. Go through to **room 2**, and keep going through the corridors.

Run past the Licker if you don't fancy taking it on, and on through the corridors. Go into **room 3** and then into the back part of the conference hall. Use the lighter on the fireplace to get the first gem. Go back out and continue right. Through the door, left and up the stairs to the second floor.

Once up the stairs, follow the hall around until you reach the statues. Push the statue on the far right to the plate on the left and vice versa and the gem will drop down. Continue through the door and then into the first door on the left, the **S.T.A.R.S.** room. Search Chris's desk and you'll pick up the unicorn medal and his diary. Now you need to head back to the main hall, and put the unicorn medal in the statue/fountain thing in the centre of the room. The Spade key will be your reward.

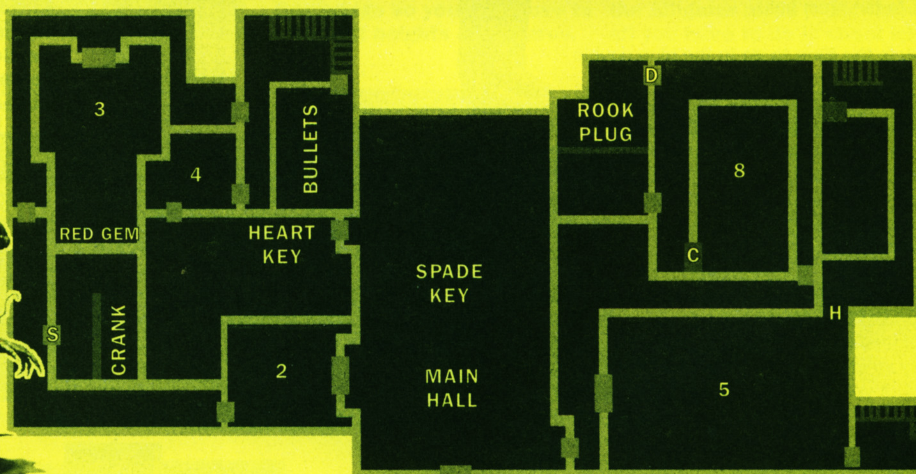




Go back into the room you just came from and store the two gems. Using the key, you can enter the door next to the blood pool left by the Licker. Go inside the room and push the set of stairs to the end of the passage and climb up to get the Crank. Search the bookcase by the door to get the Police Report and the cabinet to your left as you enter the room for an **Ink Ribbon**.

Continue back up to the S.T.A.R.S. room and go past it. Use the key on the door at the end of the passage and then discard it. Go through the door and if you've picked up a small key, use it on the desk at the end of the right passage to get the **Handgun parts**. Go to the end of the other corridor and search the crack in the left side of the wall for some ammo. Now go back to the desk and through the door.

POLICE 1F



Once in the library, go up the stairs and run all the way around the balcony and you'll fall through the floor. Touch the switch with the flashing light to move the bookshelf and you'll be back in the main hall. Go up to the bookcase on the far left and press the switch. Move it to the right. The bookshelf next to the one you moved should also be switched to the right. The panel should now open and you'll be able to get the first Chess Plug. Go back up the stairs, and through the door at the top. You'll come out on **a balcony** overlooking the main hall, and only one other door you can go through. Enter it, and use the crank on the slot in the wall and it'll no longer be in your inventory. Now go back down to the Library.



Exit through the two double doors and you'll be overlooking the main hall again but on a slightly lower level than before. Run around the balcony, killing any enemies. Drop the **cont'd page 12**



Trafalgar Square at 4.15am.



Never get the N25 night bus.



Home at last! I need a poo.

LEON SCENARIO 1 (cont.)

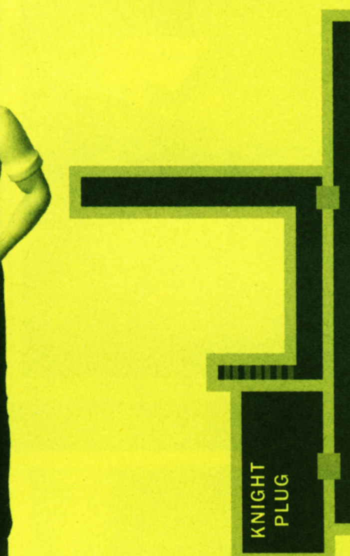
emergency ladder and continue all the way round until you reach another door. Go through, drop any unwanted items into the box and **pick up the files** in that room. Go through to the next hallway, and you'll find the burning helicopter wreck.

You cannot get past the fire just yet, so take the door you can see when you enter this room, and run like the clappers as the crows come through the windows at you. Kill or ignore them and leave the corridor. Once outside, go down the steps and run past all of the zombies at the bottom. Go into the small hut at the end and pick up the bullets and, most importantly, the valve handle. Now go back to the helicopter.

Use the handle on the slot at the end of the small passage next to the door. Then, search the wreckage of the chopper for some bullets and make your way back inside. Go back through the crow room and through to the front of the helicopter. With the fire now put out, you can access the new room, but first you need to go back and get the two red gems. Take them into the room and put them into the spaces on the wall. Take the King Plug and the diamond key from the crate. There is an Ink Ribbon in the vase, and opposite that are some shotgun shells hidden behind the crate. **Drop the plug** into the storage crate on your way back to the main hall.

Go down the emergency ladder and into the other door you haven't been through. Kill all of the zombies and continue around the corner, ignoring the blue double doors for now. Go through the door and use the key on the next door you see. Take the **Rook Plug** from the shelf and get ready for the Licker that comes through the window. The cord isn't really that important, so leave it. Go back to the main hall, and through to room 2 again.

Drop off the newest plug, and go through to the room marked 4 on the map. You can discard the key once you're in here. Kill all the zombies and unlock the door back through to the room with the dying cop. There is a film in one of the cabinets if you're interested. Once back into the police room, go into the side room to see the cop transform and then kill him. **Take the heart key** from the desk and use the herb outside if necessary. There are some bullets in the cabinet where the copper was originally sitting too. Go back out to the main hall.

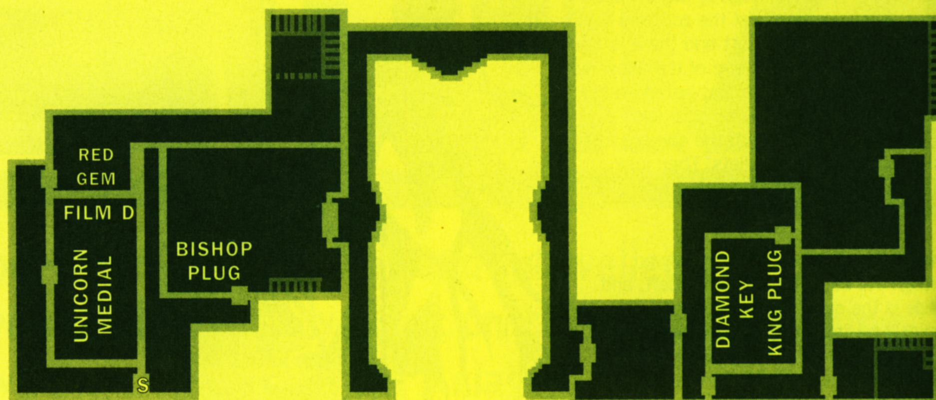


Now is the time to go to the blue double doors you ignored to go to **room 5**. Kill all of the police officers and go into the office with the safe. Enter the code 2236 and take the shells and the map. Now go through the door at the back, and use the key on the door on the left. Discard it after this. Use the herbs if necessary and go down the stairs at the end of the corridor.

Now it's time to say hello to the dogs! There are a total of three in this corridor, so watch out! If you need to **get to a save point**, take the left passage and through the doors, otherwise go right. If you're headed for the save, run to the end of this outside alley and get ready for two more dogs that come jumping down. Go down the manhole at the end. Go into the first door and use the save point.

Once back up/gone right, go into the first double doors and round to the back of the big machine. Go to the power control panel in the top left corner and flick the switched in this order: Up, Up, Down, Down, Up. Pick the map up from the shelf and exit. Go through to **room 6**, which is the parking lot and get ready to meet Ada. Help her push the truck and go through the door.

POLICE 2F




Dogs lurk in the car park too!


Taste lead, four-legged fool!


Crows have lots of giblets!

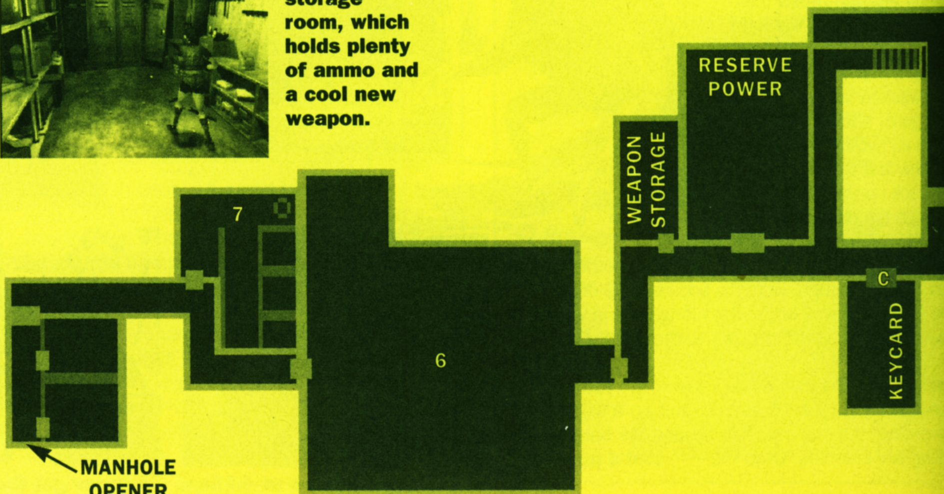
POLICE 3F




The dogs leave a particularly nasty trail of remains when shot with a decent weapon.

POLICE B1


This is the weapon storage room, which holds plenty of ammo and a cool new weapon.



LEON SCENARIO 1 (cont.)

Septic Pool (**room 9**) and take on your first proper boss, a mutation of the thing that burst from Ben's chest. Shake off those little critter things if they jump on you and let the mutation eat all of your shotgun rounds! Once that's done, go through the door and you'll meet Ada again.

Go through the short bit of sewer and into another control room, with a typewriter and storage box. Pick up the fax from the table and push the cabinet away to reveal a door to the warehouse. Go right and use the lighter on the lamp. Pick up the **magnum rounds** and then use the lighter again around the corner to find some shells. Go back up the ladder and pick up the valve handle from the storage box. Take the lift down.

Once down, you'll meet a strange woman in a lab coat. She tries to shoot Ada, but Leon takes the bullet so you must follow her to find out. She eventually confesses to being Anenette Birkin, and explains everything in an awesome cut scene. Once you regain control, run across the bridge and down the ladder.

You're then given back control of Leon. Go through the doors and run up to the fan as if you were going to the same route as Ada, but go into the small passage to the right instead. Search the two bodies to find the **Wolf medal** and some shells. Run back along, and avoid the spiders. Turn left and go through the gate and run past some more spiddies. Drop the medal off in the slot just before the fountain of water and go up the passage behind you.

Once safely through the door, use the valve handle on the red light. Run across and use the handle again to raise the bridge. Pick up the shells and two herbs (you should combine these). Go through the door to... **the Alligator**! Use the canister trick featured last month to dispatch it easily. Go back to where you saw Ada shooting at the water and go to meet her. She then patches you up and you can get on with the game.

Run across the bridge and then go to your left. Search the guy to get the second medal (an eagle one, sound familiar?) and pick up another report. Run back around and use the valve handle on the red light under the spinning fan to give you the chance to squeeze through. Head back to the waterfall bit and put in the other medal. Now head to the cablecar. **Shoot the hand** a few times as it tries to stab you and you'll scare it off. Once out of the cablecar, use your lighter on the flare and pick up the weapon box key. Go through the door.

Take the left side once in the next room and search the body at the end to get the shotgun parts. Run back to the other end and through the door. Take the right path for herbs, otherwise, it's left and up the ladder. Once in the storage room, pick up the ammo from on top of the two computers and the **F-Aid spray** from the cupboard, but leave at least one space free here.

Go out into the factory courtyard and take the map from the wall. Now run inside the transporter thing, get the key from the front and then use it to start the machine. Once you're headed downwards, you're attacked by a monster. You have to leave and fight it outside, but with your new shotgun add-on, this thing should be no more.

Once you've arrived back in control, you'll be in room 10, and in Lab B4. There are some shotgun shells in the lockers and magnum rounds on the desk. Store the valve handle and leave the room. Go straight across and into the cool looking labs and, more importantly, the iced-over **room 11**. Pick up the fuse case and use it on the only com-

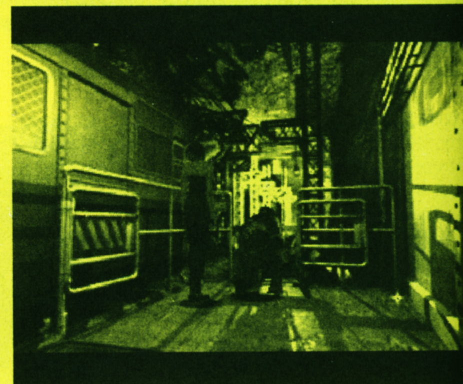
SEWER B2







Zombies ride up from the water to attack you!



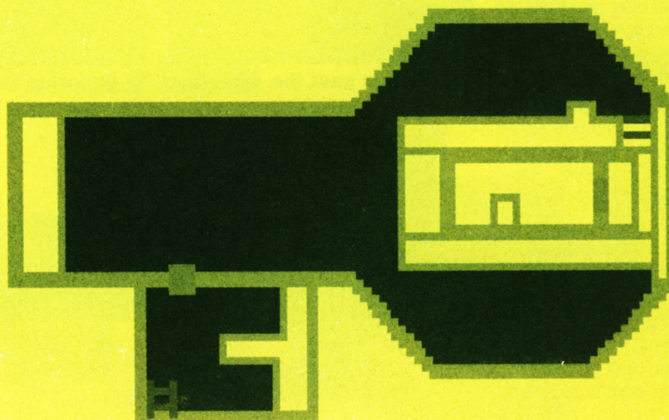


Firing this flare illuminates the area so you can see the key.

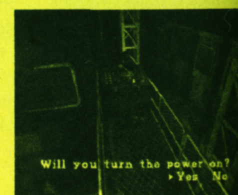


Use the valve handle here to stop the fan so you can climb through.

VACANT FACTORY 1F



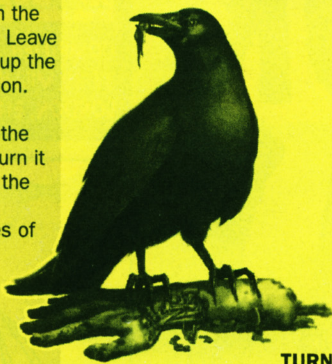




Say 'yes' to activate the power to the car.

puter screen still working in this room. Now take the fuse back to the main generator and use it to turn the power on.

Now head along the red path leading from the main generator and into the farthest door. Leave the Flamethrower in the cabinet, and pick up the lab security manual and the user registration. Then go to the computer and turn on the **Anti-B.O.W.** Gas sprinkler. Now go over to the planet, and use your lighter on the oil to burn it away! Climb through the hole left and into the adjacent room. Once in here, kill the two Lickers and search the locker for two boxes of shotgun shells.



Leave and open the red shutter and kill the two plants inside. Go through the door and kill the small plant next to the ladder before going down. Go through the door and be ready for a Dark Licker that drops from the ceiling and two more around the corner. Ignore the flashing terminal and go through the far door. Run around to the other side of the next room and **get the map** from the TV screen. Save the game if you need to, and proceed.

Go left here and into Lab P-4. Once through the door, you'll notice five doors, one of which has a light above it switched on. Use the weapon box key here to get the magnum attachments. Work your way past the six or so zombies to get the Lab Card Key at the end of the room. Now run back out to the main hall, past the maggots and use the key card on the door to get through to the moth. Kill the moth, which is very easy, and shoot away the maggots from the computer screen.

This next bit is for the benefit of Leon's second scenario only! Blast away the maggots from the computer screen and access it. Enter your user name as GUEST and you'll **register your fingerprint**. This then lets you get into the fingerprint room.

Otherwise, leave and go back to the main generator. Watch out for one Dark Licker that tries to jump out from the ceiling again. Take the blue path and use the lab key on the door in front of you. Once inside, kill all of the lab coat zombies, pick up the F-Aid spray and magnum rounds if you need them. And, most importantly, get the **MO Disk**. Leave and you'll meet Annette again and she'll spill the beans on Ada. You'll then get the G-Virus sample.

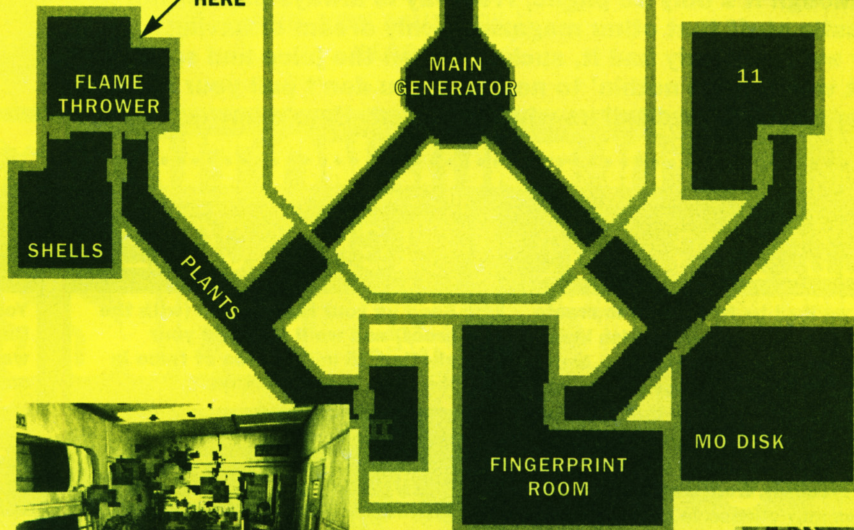
Head back to the main generator and the red path. Then Ada shows up and it all comes to a head. Just as everything appears to go pear shaped, then BANG! **Another twist**. Once the cut scene is over, head back to the ladder with the huge plant next to it, and go down.

Go through the door and get ready to face three easy skinless zombies. Use any of the herbs that are left if need be, and then use the MO Disk on the computer directly in front of you. The door opens and you should go through, and through the next door. When you emerge, go up to the lift and activate it.

The next boss comes crashing through the ceiling. After two shots with the magnum or shotgun, it mutates again into this awesome teeth monster. Keep running and firing off the odd shot to kill this tough beast. After about six or seven more magnum shots, it'll be dead. Go into the lift, and onto the final section! Follow the passageway down and you'll get the cut scene with Leon escaping into the train, followed by GAME OVER!

LAB B4



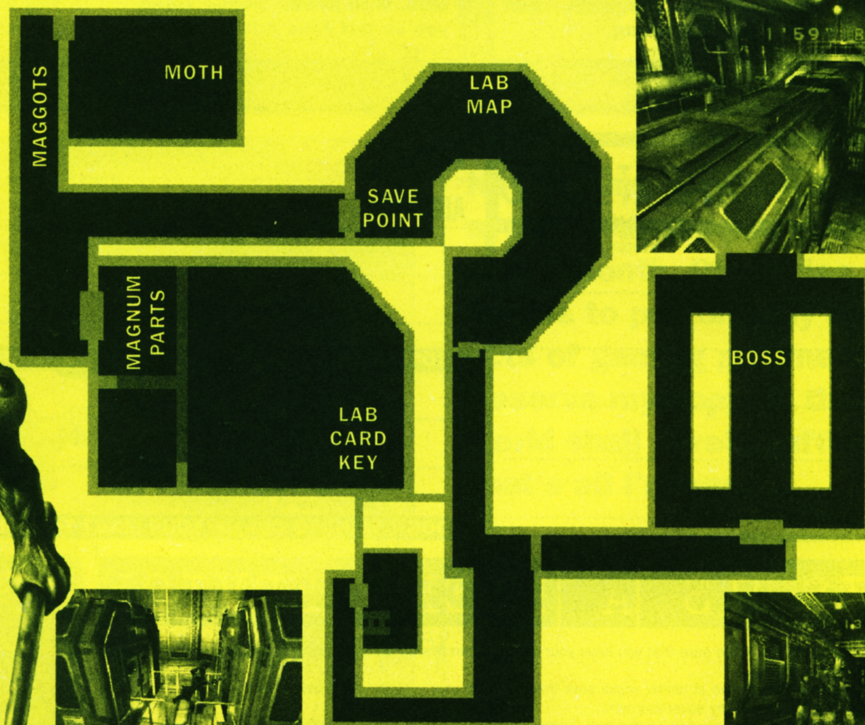




The cupboard behind Leon holds a Flamethrower. Cool.



LAB B5



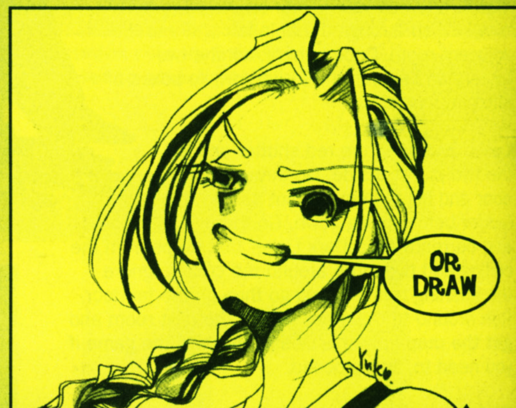


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FREEPLAY
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ

Even though it's only 16 pages, FreePlay is always packed full of fantastic stuff that other magazines only dream of having – after we've already had it, sucked out all the juice and spat it out! But it won't mean nothin' to no-one if you don't pull your fingers out of your consoles and tell us what you want. Here's how...



MELTING POT

One day, we'll all be free – free to create nonsense games based on rubbish ideas of our choosing. But until that day, Melting Pot is here to step on crappy ideas – and step on them hard. So hard that they make an unpleasant squelchy noise when they die. But good ideas will be lifted onto the pages of FreePlay, from where top game developers may choose to give them life and give you loads of money.

MOST WANTED

Do you ever flick through our mag and think, "Why oh why oh why does FreePlay never talk about the games I'm most looking forward to?" If you do, then send us your name and address and we'll come round and kick yer 'ead in. Alternatively, fill in the form below, and you might – just might – save yourself a beating.

HIGH SCORES

Send us your high scores (with the proof) and we'll give you your allotted 15 millimetres of fame in the High Scores section.

ED'S TIPS

Ed's Tips are always worth reading – finding them in the first place is the problem. They're usually all readers' tips. So why's it called Ed's tips?

FREE ADS

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DRAWINZ

You can take those crappy Drawinz Wot You Dun and shove 'em up your arts. We only want good ones – and they MUST be slightly smaller than A4 size, but bigger than a dot.

FREEPLAY FAN

Tell us about your favourite games and what makes them great. Die-hard gamers and those in the first flush of romance with Lara are equally welcome. But keep it clean.

FANZINES

FreePlay owns the global rights to crappy yellow paper. So no other fanzine is allowed to look like us, unless we're sent a copy of it. Even if your fanzine doesn't look like ours, send it to us, and we might send it back.

MOST WANTED

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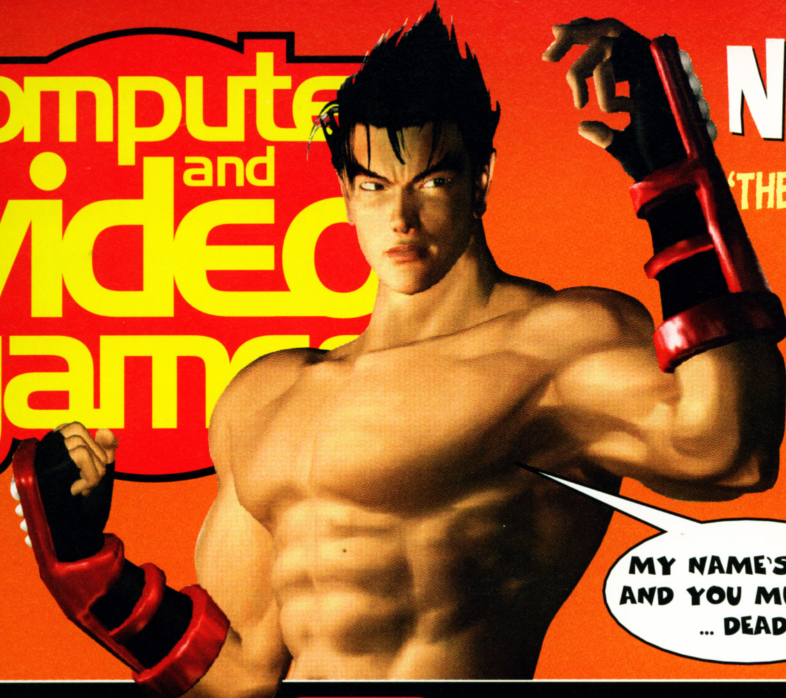


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FREEPLAY

NEXT MONTH



'THE KING OF IRON FIST TOURNAMENT 3' PREPARATION STARTS NEXT ISSUE

CVG BEGINS THE COUNTDOWN TO THE YEAR'S BIGGEST PLAYSTATION GAME. PLUS WE'LL BE SHOWING YOU BANJO & KAZOOIE FOR N64; SENTINEL RETURNS ON PC AND PLAYSTATION, AND MORE!

ISSUE No. 200 OUT ON JUNE 10TH

BACK ISSUES!



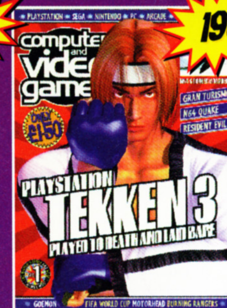
Massive report on the HOTTEST games coming in 1998 - including Tekken 3, F-Zero X, Metal Gear Solid, Sentinel Returns, and Xenogears. The ultimate guide to this year.



Resident Evil 2, Gran Turismo, Yoshi's Story, Mystical Ninja Goemon, Sega Rally 2, F-Zero X, Snowboarding 1080°, WCW Vs NWO, Street Fighter Collection.



Yoshi's Story, Resident Evil 2, Panzer Dragoon Saga, Quake 2 guide, Grand Theft Auto tips, Gran Turismo, Battlezone, Forsaken, Alundra, Bust-A-Move, Motorhead, Gex 2.



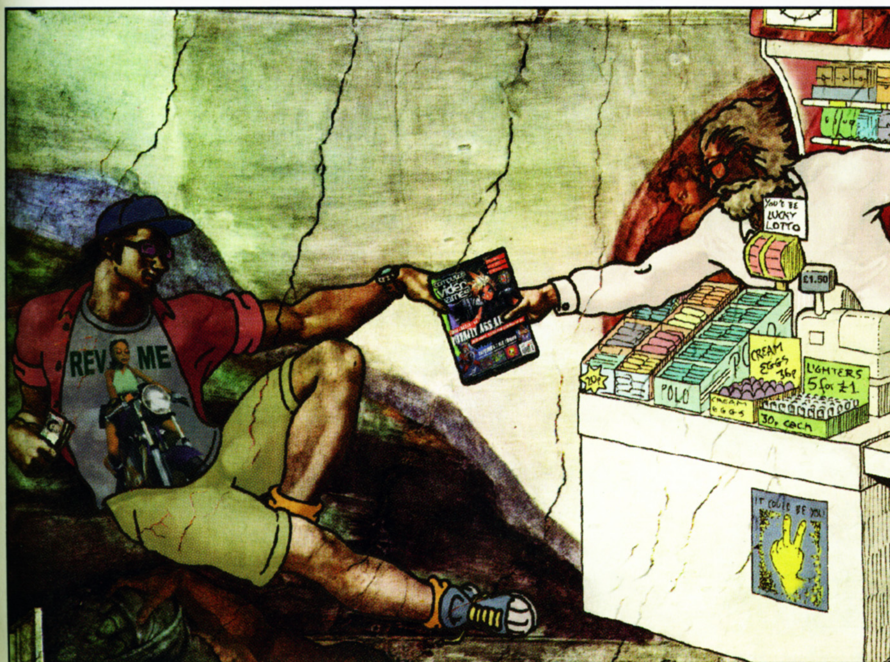
First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).

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Newsagent, sir. I need to be at one with the power of CVG every month. Otherwise I am unable to perform my daily acts of gaming godliness. Reserve my copy, or the world shall surely suffer. That's all I'm saying.

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computer and video games

CHECKPOINT

This month's events and software releases at a glance. **May-June**

IN ASSOCIATION WITH electronics boutique

Things are starting to cool off after the sensational releases earlier this year. But, with *Tekken 3* set to crash onto consoles soon, it's gonna be a long, hot summer!

Can you believe it's already May? Where has the year gone? Not so long ago, we were all purring over the Japanese *Res Evil 2*, and now the British one is here! *Gran Turismo*? That's here too! And *Tekken 3* will be with us sooner than you can say 'King of the Iron Fist!' *Yoshi* has come and gone, which means *1080°* will touch down anytime! And *Panzer*, *Burning Rangers*... too many to list! If ever you needed to start saving those pennies for the big releases, it's now!

WIN! WIN WITH electronics boutique WIN!

GRAN TURISMO

Well, even though it's one of the first games out this month, we had to give it away. It's one of the best driving games around, and one that has to be seen to be believed. So, in order to win one of these little beauties, all we want you to do is show us your appreciation of cars. Draw your ultimate supercar. Send in a photo of your dad's/mum's/brother's/mate's car, and it doesn't necessarily have to be a corker. Clapped out old bangers will do the business. Don't bother trying to fob us off with fake pics, and obviously entries with a good sense of humour stand a better chance of winning. Entries should be clearly marked with RUNS LIKE A DREAM GUV'NOR!

SHINING FORCE 3

The latest instalment of Sega's immensely successful *Shining* series finally gets an official release and we want to give three of you the chance to win it! But, in order to get your hands on this version, you need to have a bit of knowledge of the other predecessors in this range. The question is simple:
Q: Can you name the very first game from the *Shining* series?
Here's a little clue for you. It's not *Shining Force 1*. Send your answers to SHINE ON YOU CRAZY DIAMOND! and we'll pick the lucky winners from the skull of a work experience boy who failed to make it out of the CVG Jungle Fortress alive.

WETRIX

This bizarre concept for a game is actually a very playable and addictive puzzle title. With that and *Tetrisphere*, N64 owners at least have a little bit of choice when choosing a brain-taxing game now. So what do you need to do to win one? Well, after much thought we decided that you should design a CVG puzzle. It doesn't have to work properly, but if it does, all the better. There are no restrictions on the number of pieces either, and most imaginative designs will win. Try to leave the Hunter/Lara ones out of it OK? Drawings with SIGN ME UP TO MENSA marked on them will be put into the judging pot.

Send entries as soon as possible to:

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E3

May 28-30
Atlanta
The wait is almost over... more fighting games, more driving games and, well... more games! The biggest and the best will be assembled in Atlanta for three long days of checking out the best new titles on the planet (sounds tough eh?). We will be featuring everything worth chatting about in some detail from around June/July. Hopefully then we will get to see the new Sega machine, the next wave of decent N64 titles, and potential PlayStation classics such as *Metal Gear Solid* and the next *WipEout*? Who knows?

GAMES DEVELOPER UK '98

Now until August
Launched at the end of March, this competition is basically trying to dig out the next generation of games programmers.If you have an idea for a game, you need to point your browers in the direction of http://www.gduk.co.uk, where you'll find all the info you need to enter this compo. Games will be judged from a variety of categories, with the title that scoops the Best Game award, getting a handsome share from the £10,000 pool of prize money. If you don't have internet access, then give the compo hotline a ring on 0800 731 5300 and the people there will be able to tell you everything you need to know.

APRIL-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED It's hot, so buy it! BLUE Avoid like the plague!

GAME NAME	COMPANY	FORMAT
1st May 1998		
Premier Manager '98	Gremlin	PlayStation
Forsaken	Acclaim	PlayStation
N20	Gremlin	PlayStation
Premier Manager + Actua Soccer 2	Gremlin	PC CD-ROM
8th May		
Gran Turismo	Sony	PlayStation
15th May		
Men in Black	Gremlin	PlayStation
Megaman Battle and Chase	Ocean	PlayStation
Burning Rangers	Sega	Saturn
Megaman 8	Ocean	PlayStation
Kula World	Sony	PlayStation
Riven (Myst 2)	Sega	Saturn
22nd May		
World League Soccer	Sega	Saturn
Micro Machines V3	Codemasters	PC CD-ROM
World Cup '98	EA	PC CD-ROM
29th May		
Actua Tennis	Gremlin	PlayStation/ PC CD-ROM
Guilty Gear	Infogrames	PlayStation
V-Rally	Infogrames	Game Boy
Total NBA '98	Sony	PlayStation
Hardwar		GremlinPC CD-ROM
Medievil	Sony	PlayStation
Wetrix	Ocean	Nintendo 64
Spice World	Sony	PlayStation
May (no set release)		
Batman and Robin	Acclaim	PlayStation
Jonah Lomu (Classics)	Codemasters	PC CD-ROM
World League Soccer	Eidos	PlayStation
Pete Sampras '97 (Classics)	Codemasters	PC CD-ROM
Iggy's Reckin' Balls	Acclaim	Nintendo 64
VR Baseball '99	Interplay	PlayStation
Football!	Acclaim	Nintendo 64
Treasures of the Deep	Sony	PlayStation
Descent: Freespace	Interplay	PC CD-ROM
Cardinal Syn	Sony	PlayStation
Monopoly	Konami	Game Boy
Forsaken	Acclaim	PC CD-ROM
VR3000	Ubisoft	PlayStation

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N64: BIOFREAKS, BRAVE SPIRITS, CONKER'S QUEST, ZELDA, F-ZERO X, BANJO + KAZOOIE, MISSION IMPOSSIBLE, FORSAKEN - AND MORE!!!

PSX: METAL GEAR SOLID, NINJA (EIDOS), VIGILANTE 8, RUNNING WILD, FRONT MISSION ALTERNATIVE, TOUKEN RETSUDEN 3,STAR OCEAN 2, REBUS, R?JM, - AND MORE!!!

SATURN: VAMPIRE HUNTER, DRAGON FORCE 2, MAGIC KNIGHT RAY EARTH, CRIME KILLER, TWINKLE STAR SPRITES - AND MORE!!!

NEO GEO: METAL SLUG 2, SHOCK TROOPERS, PULSTAR 2, REAL BOUT 2,

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Swords in guts and slit throats – they're all part and parcel of a career in magazine publishing. Coincidentally, they also feature heavily in this game of ninja assassinations.

TENCHU



Ninjas – they started off as disciples of a peace-loving Japanese cult and ended up as nunchuk-wielding stealth warriors. And then they became Animatronic turtles. But try to forget that last bit, because this is a game that revives everything that's cool about these ancient martial artists. Tenchu is a 3D platform fighting game, kind of a cross between *Bushido Blade* and *Tomb Raider*. Not surprisingly, you play a Ninja, and you have to complete eight missions using a combination of careful sneaking about and ruthless violence with swords and throwing stars. Needless to say, it gets a bit bloody, so wear something washable and put some newspaper down.

TWO NINJAS

At the start of the game you can choose to play as either a male or female ninja We couldn't detect any significant differences between Rikimaru (the bloke) and Ayame (the girl) apart from the fact that Rikimaru carries a sword and Ayame wields a pair of knives. They both seem to have similar abilities, they can both carry the same special weapons, and they both have funny walks. Rikimaru appears to have a slight limp and Ayame has a sort of big-bummed waddle. Somehow they manage to be hard and deadly in spite of these disabilities, though.





Rikimaru (above) deals death to a female ninjarette, while Ayame chops up a guard dog. Neither of them know the meaning of 'mercy'!





A BAG OF CALTROPS, PLEASE!

Before each mission, you can pick up five Ninja accoutrements from Rikimaru's or Ayame's ninja hut. There are shurikens, caltrops (foot-stabbing spikes) and health-restoring potions, as well as more specialised items. Bombs are handy for dropping into crowds of henchmen, and there's poisoned food that you can cruelly feed to guard dogs. The one that impressed us most was the decoy device that you can use to lure a guard out into the open. Just toss it in front of him and he'll walk over to look at it, giving you a chance to sneak up behind him and slit his throat! Schlik! As you complete missions, your stock of stuff grows, so you get a greater choice of tools to use in the more advanced missions.





WAY OF THE NINJA

Until the English language version of *Tenchu* is released, we can only guess at the mission objectives relayed in short polygon cinema sequences. The first mission is a classic 'Assassinate The Corrupt Overlord' gig, in which you infiltrate his walled estate and kill his private army before dropping in through the roof of his house. Then you have to fight his personal bodyguard while he runs about shooting at you with an old-fashioned pistol. Later missions set you the task of getting across a shanty town where ninjas walk the streets, then things take a *Tomb Raider* turn as you explore a forest with secret caves and bottomless pits.




STEALTH FIGHTERS

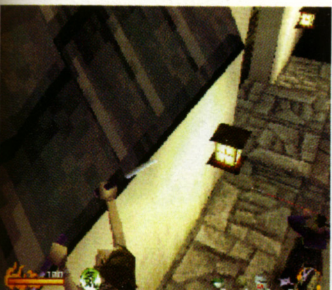

Ninjas weren't big on head-to-head confrontations, relying on stealth to get their job done, so instead of running around looking for a fight, be cautious. If you're on the ground, stay low, hide behind bushes and peep around corners to see what's lying in wait. An alarm symbol at the bottom of the screen turns from green to amber to red, indicating when enemies are nearby, or when an enemy is alerted to your presence. If the gauge flashes red be prepared to fight unless you can escape quickly. In most cases your best option is to stay off the streets, using your grappling hook to get up to the rooftops. Then, when an enemy passes below you, drop down behind them and silently slit their throats or plunge your blade into their belly. It's not what you'd call 'honourable', but it's effective.


For a quick escape, throw your grappling hook up to a roof...


...Then reel it in to pull yourself up. Now THAT's stealthy!


That poor fool – he doesn't realise that his time has come!


Hold still and I will make your death quick and painless!


Grab the rooftops and edge over to your unknowing prey!


Hide around a corner and you can check out your next victim.


SHURI-CAN'T


Tenchu is out in Japan right now, so importers can supply a copy if you don't mind playing 'Guess The Mission'. If you want an English language version, you're going to have to wait until September, when Activision will be releasing the game in Europe. For the most part, the European version will be identical, apart from a total lack of shurikens. A ninja without shurikens might sound crazy, but the weapons have long been the subject of a total ban in the UK and even toy rubber throwing stars are outlawed.



Just aim your shuriken and... URK! Watch the claret fly! Though not in the UK version of course...



TENCHU BLADE STRIKE

Just because they favour sneak attacks doesn't mean the ninjas aren't accomplished swordspersons. If you run into a swordsman or pikeman, simple controller combos result in different strikes, lunges, double slashes and blocks, and you can also dodge attacks with acrobatic flips and rolls. One of the things we like about the fighting is the way that your opponents often battle on to their very last breath. Three or four slashes might take them from 50 health points down to one, but they cling to that last health point, blocking and striking at you until you can deliver the final fatal blow.


Oops! Must have hit a vein. That's another poor pikeman that won't be going home to his missus tonight. His family will be out on the street. No more sushi for them. It's pebble stew on the menu now. And no-one cares.


Can you say, '*Tomb Raider*'?

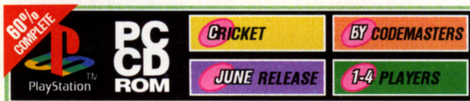
NINJAS KNUCKLE UP!

Apart from the shuriken thing, Activision are promising some refinements to our version of *Tenchu*, which we hope includes fixing the way some of the textures warp when you get close to them. We'll update you when we get Euro-code later in the year.

NEW GAMES

A fine mix of fresh games this month, but the standouts are the awesome *Street Fighter EX2* and the groundbreaking *Brian Lara Cricket* by Codemasters. This business just never fails to thrill us!

THE LATEST NEW GAMES IN FOUR ACTION-PACKED PAGES



BRIAN LARA CRICKET

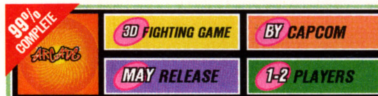
Codemasters made two excellent *Brian Lara Cricket* games for the Mega Drive, and are currently working hard to finish the PlayStation and PC follow-up in time for the summer. So far it's looking fantastic – everything a cricket fan could possibly want. For a start, it will feature real players complete with accurate statistics, 46 real grounds from around the world, and even a commentary from Geoff Boycott and Jonathan Agnew (Geoff Boycott will almost certainly do his trademark "key test" on the crease before each match!). The graphics are fully 3D with motion-captured players for added realism. You can view the game from a selection of angles including the stump camera and even inside the batsman's head! Floodlit night matches will be possible, and the pitches will all vary in quality depending on the weather.

The PlayStation version is going to be compatible with the multi-tap to let up to four players work together at the same time, while the PC version will work across a local network (and possibly even the Internet). On top of all of this, Codemasters are planning to add loads of different competition modes such as a full Test Series or season, a Knockout Tournament, a World Series or World Cup Competition, and the usual Friendly matches. You'll also be able to take control of a classic match from a critical point and see if you can finish it in style!

There's no doubt that *Brian Lara Cricket 98* will be the best game of its kind (there are very few other cricket games available) and Codemasters could have a genuinely brilliant sports game on their hands.



Let's send this over to the Americans and make them all play it. Fitting revenge for all those bloody baseball games they keep expecting us to buy off them.



STREET FIGHTER EX 2

Just in from Japan, here are some hot-hot-hot pics of Capcom's latest Street Fighter coin-op. Street Fighter EX2 is the second SF game to be played in 3D and it marks the welcome return of classic SF characters Blanka, the wild man from Brazil, and Vega, the masked bullfighter from Spain, with the Eagle Claws. The coin-op is powered by the System 12 hardware which also runs *Tekken 3* and is basically the same as the System 11 chipset, but with extra RAM to accommodate more animation and fight graphics. Our spies tell us that the game is already on trial in the Casino arcade on London's Tottenham Court Road (the UK test-site for all of Capcom's games), but it should be hitting most arcades nationwide as you read this.





That Blanka – he's a flippin' wild man! Oughta be locked up!

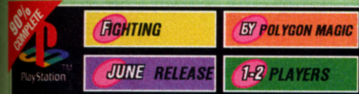


It willl be most interesting to see how the fighting style of characters like Blanka and Vega has evolved since their early days as 2D fighters. Oh yes it will.



As you can see, Vega has changed his costume and had Eagle Claw extensions fitted. Flash git as ever.





VS





Mime vs Pimp! Which will win!?

It's tough on the streets of LA, especially if you haven't got a car and have to walk up Rodeo Drive. But man, what about all those pimps, thugs, and street mimes? They'll cut you as soon as look at you, so you've got to be able to defend yourself, just like you do in this game. Vs (as in 'Versus') is a 3D beat-'em up that features a 16-strong selection of surfers, 'shrimpies' (dunno), 'business men' (who wear purple fedoras and zebra-skin flares - that kind of 'business man'), tattoo artists and more who have to fight for the survival of their gang in the empty lots, building sites and dance floors of the City of Angels. This varied bunch are all masters of one of eight different fighting styles, including karate, kung fu, tae kwon do and good old-fashioned street fighting. When creating the look of the game, it's obvious that Polygon Magic was influenced by Sega beat-'em-ups like *Fighting Vipers*. The action in the demo we played was very fast (50 frames per second it's claimed), and the motion-captured animation was quite impressive. But let's face it, the PlayStation fighting scene is dominated by one game at the moment, and although THQ are releasing it four months ahead of *Tekken 3*, it's hard to imagine Vs stealing any of T3's thunder. We shall see.





GT 64

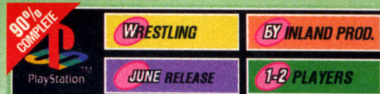




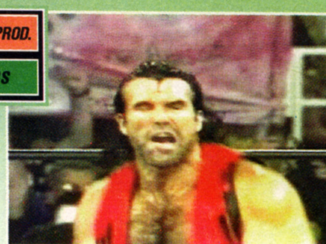
It's been a while since we saw a good N64 driving game, and it looks like we'll have to wait until the end of the year for games like *F-Zero X* and *V-Rally*. In the meantime, Ocean is releasing this smart-looking racer from Gamekey, the developers of the 60,000-selling *Multi-Racing Championship*.

GT Rally 64 uses a completely different engine to MRC, so it can cater for very detailed 3D car models and features more realistic handling and car physics. The cars are actually based on 12 real-life speedmobiles, one of which is a Porsche 911 posing as an Ocean GT Racer for copyright purposes.

The action is set in the world of Japanese GT Rally circuits and it features six real Japanese circuits, as well as a bonus American track and a mirror mode that appears when you win you beat the other 11 drivers to the championship. For ultra-competitive sorts, there's also a split-screen two player mode. What more could any reasonable person ask for? Review next ish (as we always say).



WCW NITRO



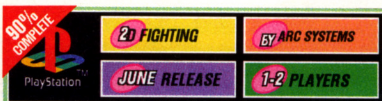
'Oogh! It's coming! Quick, nurse! Get the buckets!'

THQ put some credibility back into console wrestling titles with the ace *WCW vs NWO* on the N64, but it has taken a different approach for its PlayStation *WCW* game. This time around, instead of using smooth polygon characters, the developers have gone for fully texture-mapped 3D figures who strut around a rotating arena, looking just like their real-life counterparts. There are 20 ring-stars from *WCW* and *NWO* in the game, complete with all of their signature moves and taunts. Even better, Hollywood Hogan, Ric Flair and the rest are joined by a bunch of secret characters, such as the wrestlers' managers and valets, who occasionally run into the ring when they feel their boy needs a bit of help. For extra, extra authenticity, each match features commentary by *WCW*'s mainstay announcer, 'Mean' Gene Okerlund.

The beta copy THQ has sent us looks quite good, though it didn't appear to have the smooth flow and the realism of the N64 game. For the full dope you'll need to check out the review of the finished item in the next issue.







GUILTY GEAR









Everyone's going crazy for 3D fighting games these days, but, as *Dark Savior* and *Street Fighter vs X-Men* have proved, the old 2D format still has a lot to offer if it's done right. The oddly-named *Guilty Gear* is one of the latest examples, programmed by Japanese developer Arc Systems and snapped up for release on PlayStation by Ocean. It has a selection of 10 male and female characters and many of the gameplay touches we've come to expect from this type of game; 'Special' bars that let you build up power moves, juggle combos, and a near-death 'faint' state that lets you completely wipe out your weakened foe. So, although it's not terribly original, and the version we've seen needs a bit of anglicising (there's some dodgy spelling in there), overall Guilty Gear seems quite good. It has the look and feel of a decent Neo-Geo fighting game and some satisfying smack-up action. We're await the finished item with interest. Hmmm...



'When screen go red, you gonna be dead,' to coin a phrase.



CAPCOM GENERATIONS 1&2

Yeah! This is what we've been waiting for. While Namco was releasing all these retro compilations full of interesting but thin games like *PacLand*, what we really wanted to see was some of Capcom's mid-80s classics. Well, there must be somebody telepathic over there because that's exactly what's happening.

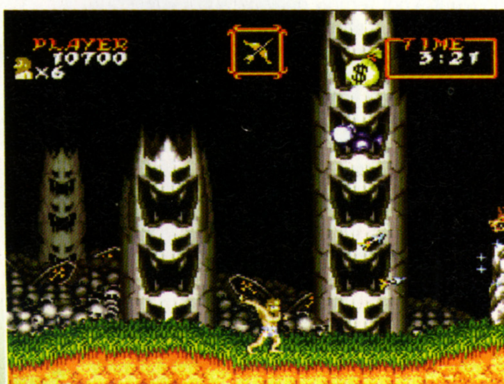
The Capcom Generations series will comprise a series of arcade emulators which run the original code from Capcom coin-ops/console games of yore on a PlayStation. *Capcom Generations 1* will feature *1942*, *1943* and *1943 Enhanced*, three vertically scrolling aircraft shoot-'em-ups in which you take on the entire Japanese air force and navy in a World War II setting. Not bad but we're more interested in Capcom *Generations 2*, which features *Ghosts 'n' Goblins*, *Ghouls 'n' Ghosts* and *Super Ghouls 'n' Ghosts*, three classic platform shooters with a spooky bent. These were memorable for their ingenious level layouts and the cool bosses waiting at the end of each stage. Ah, the memories!







Retro freaks will go crazy for ***Ghosts 'n Goblins***. **Anyone remember the cool C64 and Spectrum conversions by Elite Software? And the music! Wow...**



Ah, now, *Super Ghouls 'n' Ghosts* was the most recent *G'n'G* game. It was quite a hit on the Super NES, what with it's massive bosses and cool new weapons (the crossbow on the right for example).



DESCENT FREESPACE

As the name suggests this is the latest in the *Descent* series, but it's not the sequel to *Descent II*. After *DII*, the developer, Parallax Software split into two separate companies, Volition and Outrage. Outrage is currently working on *Descent III*, the genuine sequel which is due out later this year, while Volition has produced this mission-based 3D combat game set in open space.

It's Earth vs the Vasudans, and you're in the front line, flying starships in strike missions against Vasudan fighters and capital ships and defending your own fleet from attack. You're joined by wingmen and other pilots and you have to fly as part of a team, co-ordinating your efforts with your wingmen, allocating their targets and keeping them out of trouble when their ships are damaged. As in Colony Wars, the missions come in a branching structure, so your performance affects your route through the game, and blowing one mission can start you and the rest of the human race on a slippery slide to Vasudan oblivion. One of the game's more original features is your ability to capture enemy technology and use it to expand your own arsenal.

Descent Freespace comes with the now essential network game option, which lets you join forces with lots of strangers to fight armies of people you don't know over the Internet. Just for a change, you can plug a microphone into your PC and shout messages to your wingmen – perfect for inter-continental swearing contests. The game will also come with Volition's own mission design tool so you can create your own then challenge your Interbuddies to beat them.

We've seen a lot of games like this lately and none have made a really lasting impression, but Descent Freespace certainly isn't lacking in features and there's plenty of spectacular eye-candy to keep 3D accelerator owners happy.





These big ships look cool.





This is a great game for fans of dials and gauges. This has more head-up display than any other game we've seen.



TONIC TROUBLE

It's the game the pundits are calling 'Rayman in 3D', but we don't reckon it looks that bad. Tonic Trouble (yeah, the NAME is naff) is a cartoony-looking action adventure which stars a disjointed fellah called Ed who has returned from a space trip with a can that mutates Earth's inhabitants into sinister monsters. Like Mario, Ed is a versatile character who can climb, run, crawl, swim and fly, and eradicate more persistent foes with an array of special powers, a deadly bow tie and a stick.

In what could be interpreted as a pre-emptive first strike against Mario 64 II, Ubisoft's programmers have put a two-player exploration mode in Tonic Trouble, and it's also planning an upgrade disk for the game which will be release when the 64DD becomes available. A PC version is also planned, but for some reason (size?) this is being designed to work with the new high-capacity DVD systems. So, what, now we have to junk our CD-ROM drives too? Will the expense never end?



He must really hate this book.



75% COMPLETE | NINTENDO64 | PlayStation | PC CD ROM | 3D SHOOTER | BY VIS | AUTUMN RELEASE | 1 PLAYER

EARTHWORM JIM 3D



Check out Jim, flying down a corridor on his rocket thing.

It's not easy for invertebrates to make it in the world of video games, but Earthworm Jim is one of the few to have made it good. So, hats off to him, eh? Jim's creators at Shiny Entertainment passed up the job of creating the third game, but Interplay signed Scottish development house, VIS, to create a 3D Jim adventure. Originally VIS were just going to make this a pseudo-3D game, using 2D sprites for the characters, but now they've seen the light and are polygonising everything for a full-on, three-dimensional look and feel.

In his third outing, we're transported into young James' subconscious after a cow has dropped on his noggin and knocked him out. Being such a wacky game character it comes as no surprise to find that Jim has six 'crazy', 'hysterical', 'slapstick' worlds in his head, and that these are populated by over 80 evil (but 'zany') characters. Fans of previous EWJs will immediately recognise Psycrow, Professor Monkey-For-A-Head and Evil the Cat, but will probably have no idea about such newcomers as the Disco Zombies! Jim can do all of the stuff he did in the previous games, and new stuff like back-flips, flying by spinning his head, helicopter-style, and snowboarding on the back of a pig! We're laughing already!



Here's Jim snowboarding... on the back of a pig! Blimey!



This can only be a pig floating in a glass vat of lime jelly! Crazy!

100% COMPLETE | PlayStation | PC CD ROM | PLATFORM | BY AMAZING STUDIOS | JULY RELEASE | 1 PLAYER

HEART OF DARKNESS





A voice from the grave... Can it be? Heart of Darkness, the 2D platform game that was widely tipped for success four years ago is finally set to appear on PlayStation this summer after being picked up by Infogrames.

HOD was the flagship project for Amazing Studios, a French development team that had broken away from Delphine, and it was originally signed up by Virgin Interactive. Apparently some internal conflicts within Amazing and big changes at Virgin left the game in development limbo until Infogrames stepped in.

The game still bears a strong resemblance to Delphine's earlier platformers, Flashback and Another World, both of which appeared on 16-bit. Heart of Darkness has more of a fantasy plot-line, though, and stars a young boy called Andy who is out to rescue his dog after it falls into an alternate dimension.

Infogrames haven't favoured us with a demo disc as yet but they're promising that the game has been worth the wait. The screenshots may look much the same as the stuff we saw all those years ago, but Infogrames promise us that as far as immersive gameplay goes, there's none to beat it. We shall see...





It looks nice, but is it going to be better than *Abe's Oddysee*?

70% COMPLETE | PC CD ROM | ARMY TACTICS | BY PYRO | JUNE RELEASE | 1-6 PLAYERS

COMMANDOS: BEHIND ENEMY LINES







Cor! Dambusters! Go, go, Tommy Englander!

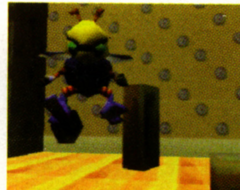
This could well turn out to be one of the coolest games of the year. It's the first project from new Spanish programmers, Pyro and if the demo was anything to go by, they are setting themselves an extremely high benchmark. The game is viewed from a similar angle as traditional strategy games like C&C, but that is where the similarity ends. You have control of a maximum of six commandos from a crack team of experts. You're given a mission objective, like infiltrate an enemy base and blow up a communications tower, and you have to do it. Each commando has a special ability, for instance the Green Beret, who is the strongest character, can climb over walls to sneak behind guards and slit their throats, and the sniper...well, guess what he does. Using a combination of all of the members, you have to guide the troops to safety. The network version will let up to six people play together, so you and your mates can form the commandos unit. Next month we'll have an in-depth preview, so check it out then...



This is like all our favourite war movies rolled into one! With us as the stars! Kinda.

80% COMPLETE | NINTENDO64 | 3D SHOOTING | BY ARGONAUT | JULY RELEASE | 1 PLAYER

BUCK BUMBLE



Flushed with their number-one success with *Croc* on PlayStation, top North London developer Argonaut is working on another cute action game for N64, starring the cybernetic bumble bee of the title.

Alien mutant insects are chowing down on the good, honest, local breeds, and Mr Bumble is the only guy in the hive to have the kind of bolt-on weapons (plasma pistols, homing missiles, etc) required to see them off. So what you have to do is fly around 22 of the neighbourhood gardens, sewers and more unworldly sites, zapping the yellow goo out of the invading armies of sinister scorpions, hoverflies and other extra-terrestrial bugs, as well as their multi-legged overlord boss creatures. Judging by what we saw during a visit to Argonaut's offices, *Buck Bumble* should be a top treat for N64 fans. The fast-flying, bug-blasting action is reminiscent of Lylat Wars (hardly surprising seeing as Argonaut developed the original *StarWing*), except that you get complete freedom of movement within a level. The environments look great and everything is designed to bee-scale, so even a suburban back garden is pretty vast.UbiSoft has signed up the game for an autumn release. Watch out for it.







Clearly the best bee game ever.

War & Paint

Having spent weeks playing Capture the Flag on Quake 2, it was about time we tried it out for real. But without the rocket launchers!

MISSION: CHAOS

Date: **Saturday 28th March**
Time: **0930 Hours**
Location: **A dew-filled forest in St Albans.**
Mission: **To blast the crap out of each other with luminous coloured paint.**

Players: **An elite selection of CVG, Game-Online, *PlayStation Plus* and *Nintendo Magazine* team members. Plus Phil Dawson and the *Mean Machines* legend Oz Browne. Only one possible outcome: Complete and utter CHAOS. Once everybody was kitted out with semi-automatic guns, copious amounts of paint, and the relevant protection, it was time to move onto the first game. The time for Vietnam movie quotes was over, and the joking stopped. It's now blues against whites. Man on man. Paint versus paint.**



A pathetic attempt at camouflage which failed to save this headcase


Alex... or is it Ben Gazarra?




You're 'avin' a laarf inchya?

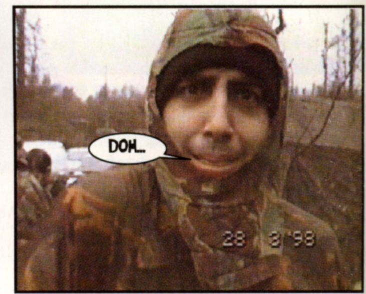
ALL SPREAD OUT IN A BUNCH

The object of most of the games is to get your opponents' flag and return it to either your base or theirs. The first battle followed this rule, but had a slightly different twist. Across the middle of the level was a ditch, and the only way you could cross this was by two bridges at either end. Gaining control of these bridges was paramount, and despite nearly half of the white team trying to cram themselves behind one bush, they managed this successfully. After two Kamikaze rebels had the flag returned to the white base, it was moved back once it emerged that they were absolutely caked in paint. This left the way for the sniping white team members, and our own Steve Key, to do what the fellow whites could not do and return the flag. The first victory.



ER, WHAT'S A GUN?

Phil Dawson (right) emerged as the clown of the day, by asking the marshals, "How do you hold the guns?" Oz was shot in the foot by Tom. Jaime seemed to be out first nearly every go and Alex spent all day trying to light a match on his stubble. Ed took great pleasure in standing just out of people's range and taunting them as their bullets landed just in front of him. And Steve was in admiration of the flashy gun he got for organising the event.













AT THE END OF THE DAY...




Despite the best efforts of Steve, Jaime and Ed on the white team, the remainder of the CVG crew on the blues came out victorious. There were some nasty injuries, a few comedy stories, but an excellent was had by all. If you fancy spending an awesome day Paintballing, then you need to contact Chris Lacey at The Paintball Company on 0181 959 4440.

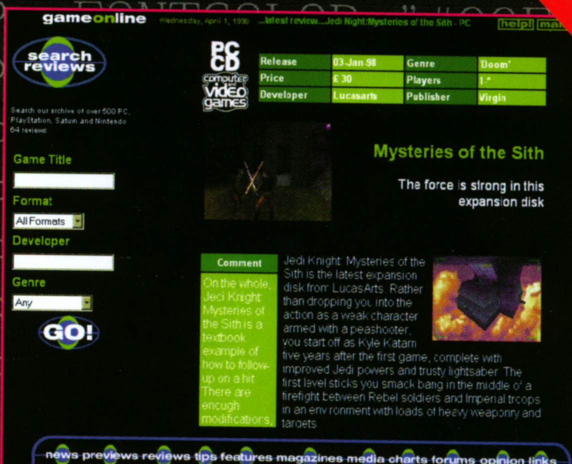
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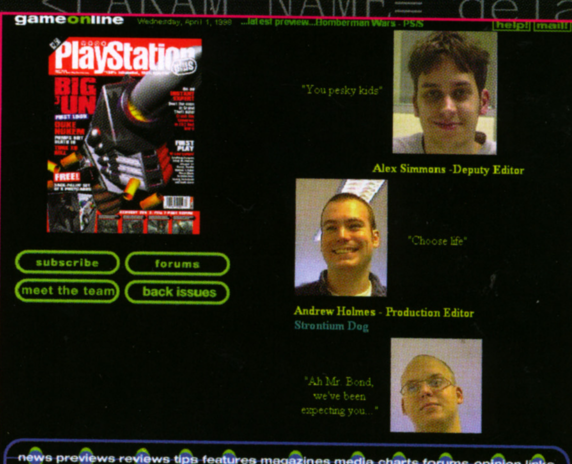
from the makers of

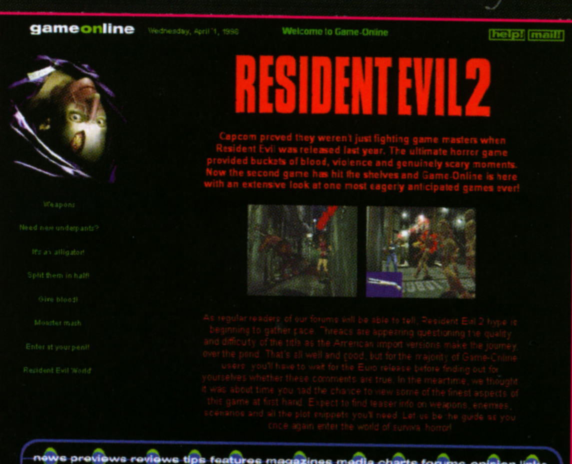
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...FEAT. "HUNDRED MILE CITY" TAKEN FROM THE OCEAN COLOUR SCENE ALBUM "MARCHIN' ALREAD

KEY: **RED** It's hot, so buy it! **BLUE** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
1st June		
Forsaken	Acclaim	Nintendo 64
Alien Intelligence	Interplay	PC CD-ROM
5th June		
Colin McRae Rally	Codemasters	PlayStation
Buggy	Gremlin	PlayStation
Shining Force 3	Sega	Saturn
International Football '98	Sega	PC CD-ROM
12th June		
Breath of Fire 3	Ocean	PlayStation
Earthseige 3	Seirra	PC CD-ROM
Grand Prix Legends	Sierra	PC CD-ROM
Half Life	Sierra	PC CD-ROM
19th June		
Aironaunts	Ocean	PlayStation
Deep Fear	Sega	Saturn
Panzer Commander	Mindscape	PC CD-ROM
26th June		
Heart of Darkness	Infogrames	PlayStation
Viper	Infogrames	PlayStation
Crime Killer	Interplay	PlayStation
June (no set release)		
V2000	Grolier	PlayStation
Point Blank	Sony	PlayStation
Klonoa	Sony	PlayStation
X-Files: The Game	EA	PC CD-ROM
Bomberman	Sony	PlayStation
Armored Core	Sony	PlayStation
War Games	EA	PC CD-ROM
GT 64	Ocean	Nintendo
Everybodies Golf	Sony	PlayStation
Wrecking Crew	Telstar	PlayStation
Tennis 2	Ubisoft	PlayStation
Civilisation 2: Multi Player	Microprose	PC CD-ROM
Elder Scrolls: Red Guard	Virgin	PC CD-ROM

22th May



5th June





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WINNERS! WINNERS!

HOUSE OF THE DEAD



Stop! This has to be one of the most disgusting entries we've ever had. It even beats the dead shrew that someone sent in once. The pictures of C McDermott's brother-in-law's place were quite frankly, horrid. Pest control and exterminators are on the way now. Take a look at these photos and you'll now what we mean. Other winners are Rajesh Rajan from Manor Park and Miss R Morris of Ellesmere Port.



YOSHI'S STORY

We're not sure if people got the right idea with this compo. We wanted pictures of ugly pets. Instead, we got a load of dead fish, a dog humping someone's leg, and two lizards... er... at it(!) Well, they made us laugh so you've won! Congratulations go out to Maria Morris of Wirral, S Malcom of Doncaster and Ruariadh Gillies from the Isle of Skye.





WINTER HEAT



We had loads of entries for this, including many highly original Old Spice (ha ha... not) drawings. But the three winners we plumped for went like this. This cool drawing of 'Big Sister Spice' was sent in by Steven Lee of Dagenham. The other two winners were Tim Aldred with 'Saddam Spice' whose Impulse Perfume was Anthrax and Walkers flavour was Barbecued People, and Mark Hemmings of Newport for his 'Real Spice' which is a 'real spice pot'. Influences include Cinnamon, Paprika and Curry. Well done all!



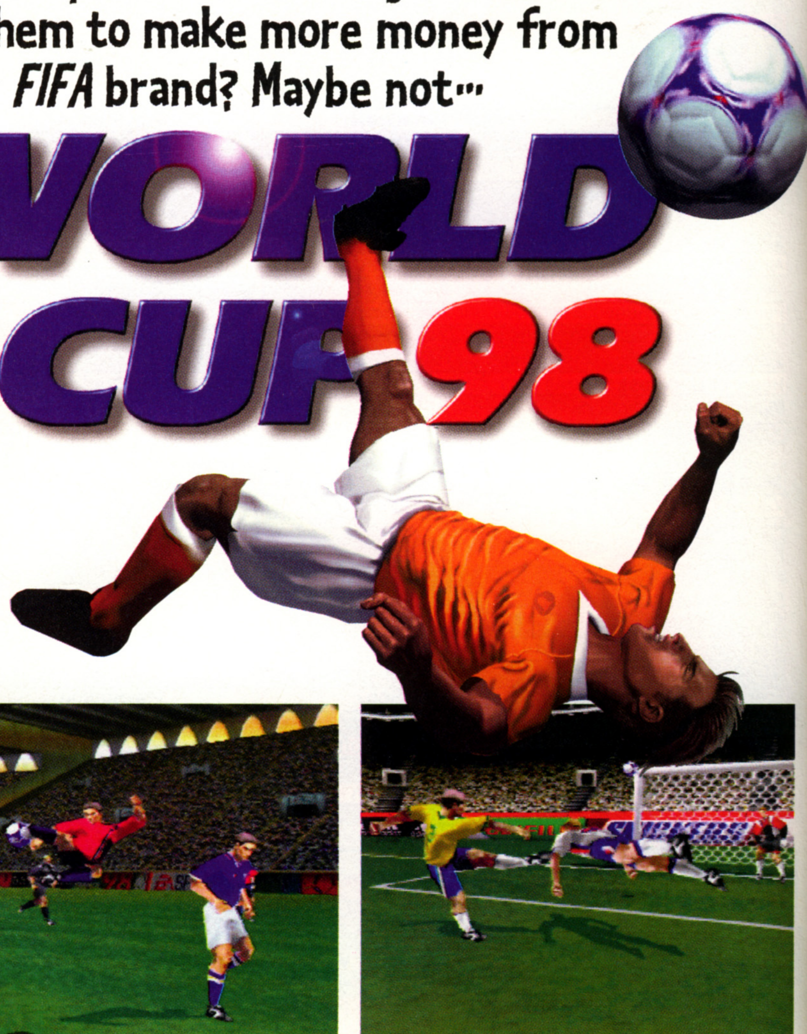


PlayStation / NINTENDO64 / PC CD ROM	FOOTBALL SIM	BY EA
	OUT NOW	1-4 PLAYERS

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With EA capturing the official licence for the World Cup, would this be just another excuse for them to make more money from their *FIFA* brand? Maybe not...

WORLD CUP 98





After the last *FIFA* game, and the two out of five score awarded by us, EA were more than a little wary about showing us this, their latest and possibly most important sports title to date. However, with their renewed optimism about this being the best *FIFA* on any of the mainstream consoles, we got what we wanted. And, now that we've had the benefit of seeing all three formats, what do we think of it? Well, it looks as though EA have turned away from the shabby spin-offs and finally made a game that recaptures some of the best elements that made *FIFA* what it is today. Sadly, a Saturn version is not on the cards, but the three other main formats will all see this game, with the PC getting the best version. But why the sudden change of opinion? Well, read on and we'll tell you...


Where's the defence?


More overhead action!


Scissor kicks impress if they come off.


Head meet foot, foot mangle head.

WHO? WHAT? WHY? EH?

Road to World Cup suffered from jerky graphics and some terrible slow-down. Sometimes, it almost felt as though you missed chunks of play as the camera shuddered between players. This time, however, it's been sorted out. Stringing together moves of speed and accuracy – something which was virtually impossible previously – is now commonplace. Counter-attacks become easier as a result of this, and a more general feel of control and realism is added as a result. It makes you wonder how they overlooked this before, but at least it's been refined now. The front end is also much easier to negotiate, and you don't need to plough through screen after screen of game options. These are the main differences, and ones which make the game instantly more appealing. But the cool factor gained from Blur and their *Song 2* has been lost, as the new 'choon' is Chumbawumba with *Tubthumping*, the only song to have made to every new 'Best Party Album in the World' compilation last year.


All of the grabs in this box are taken from the N64 version.





THE FAMOUS FIVE


Chris has yet to say sorry for *Diamond Lights*


Gary takes a break from stealing crisps

When Des Lynam and Andy Gray signed up for *Road to World Cup*, did anyone really think they could enlist anyone else to add to the dulcet tones of of Motty and co? Probably not, because even though Sky's blank video tapes and rubbish tactics man seems to have been sacrificed, three new faces have been brought in. To aid Mr Motson with the actual in-game sayings is another BBC stalwart, Chris Waddle. As well as that, you also have Gary Lineker providing some analysis. And Kenneth Wolstenholme, who commentated during the famous 1966 World Cup final, adds to the nostalgic feel of the Classic Mode. What about that for a commentary dream team?





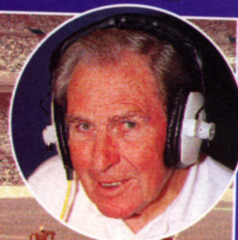


SOME PEOPLE ARE ON THE PITCH...

It's part of the phrase which has to be one of the most famous in football. And as mentioned above, the 'owner' of it also commentates on the newest game mode in *World Cup '98*, The Classic mode. This option is not available from the start of the game. Instead, it must be earned by first finishing and winning the World Cup. Once you accessed it, you have the chance to replay all World Cup finals for yourself. The cool thing about this mode, is that the presentation and colours (we'll explained) all change accordingly. Firstly, you get a really cheesy, grainy intro with old game footage. Select your final, and depending on the year you pick a host of variables change accordingly. If you pick a match from, say, the 1930s, you play the game in black and white, the players have huge shorts that come down to their ankles and the ball dynamics are all different to represent the cow's gut it was made from back then. The further forward you go, the better quality picture you get, the shorter and tighter the shorts get and the worse the haircuts become! The Classic mode has been done before, but not quite in the same depth as in *World Cup '98*.


Back in the days of old... Can you name any of the players from this era?


The colour of the game gets better the further into the 90's you get. In 1966, it's still black and white.






Check out those shorts!



SLOW AND BORING? PAH!



Another complaint people had about the previous *FIFA* was the speed of the game. Players would take ages to get shots in or make tackles because of their animation. This, again, has been rectified in a couple of ways. Firstly, there is an adjustable speed setting for you to toggle at your leisure, until you find a pace that is right for you. The default setting is the slowest, which is still quick enough, but there are an additional three after this which gradually make the game quicker. Also, even though the players still have lots of frames of animation, they are far more instantaneous in their actions. If you want a first time shot, you don't have to wait for seven or eight different moves before you send one goalwards. At least it shows the developers are listening to the criticisms aimed at the previous games.

NICE AND PC DOES IT

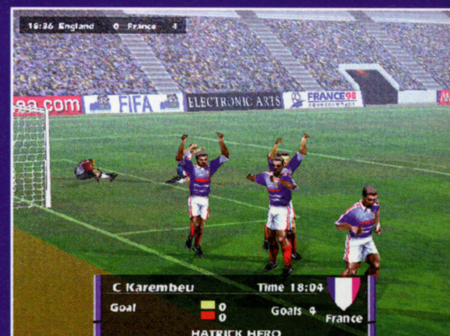
Of the three versions we've had, there is no doubting that the PC one is the best. Not only is it the most visually impressive, especially with 3D card acceleration, but is also the slickest to play. There is no jerking and players are more recognisable, based on their appearance. The latter is a minor point, but a cool little quirk to have. It doesn't have the awful loading times the PlayStation version has either.



The PC version beats the N64 and PlayStation games hands down.



As you can see from this shot, the detail on the stadium is very impressive.

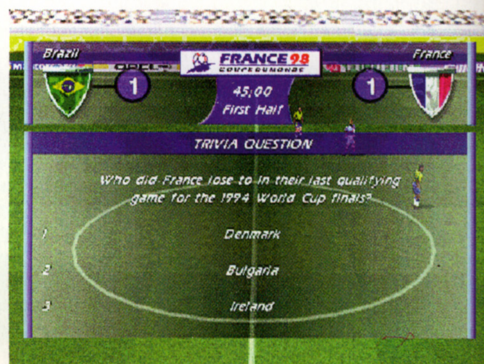


The weather is far more noticeable with the benefits of 3Dfx as well.



Bloody Germans. Oliver Bierhoff scores AGAIN. Doh!

Individual players can be customised as you please.



At half time, you're given some World Cup trivia to test your knowledge of the game.

HUG THE TOUCHLINE, SHOW HIM INSIDE

Tactics now play a far more important role than in any other *FIFA* game. The game give you the benefit of being able to chop and change formation and strategy at any time during the game, without having to pause playing first. Using a combination of three different buttons (L and R2 with one of the symbols for PlayStation) you can switch between three customisable strategies. Generally, there is an attacking, defending and counter-attacking line-up saved as defaults. Should you want to set it so that you can bring all 11 men behind the ball when you're defending a lead, it can be done quickly with minimum disruption to play. Other options like the toughness of tackles and playing style are also there for you to fiddle with if you aren't happy with what's going on on the pitch.







The small box in the corner shows once a tactic is activated.

CVG OPINION

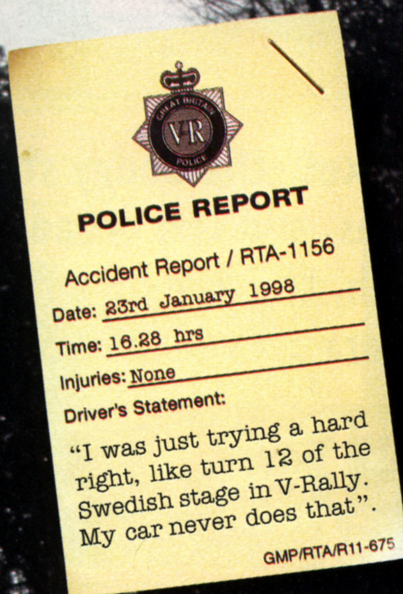
It's no real secret that I didn't like the first two *FIFA* games. They were no fun to play and too easy to master. These were among my many complaints. This time, however, EA have taken a giant step forward by making sensible adjustments to their basic formula to make a new and improved *FIFA* concoction. It plays a hell of a lot better than before, and makes it a lot harder to score goals than before. The really cheesy goals are virtually impossible to pull off every time because you rarely find yourself getting the same half chances all the time. And getting a one-on-one is much more difficult too. Somewhat strangely, the default difficulty gauge is set at easiest, which most experienced *FIFA* addicts will pick up straight away, so we recommend you start playing on Professional, the middle skill, first. In terms of looks, it's impressive – as all EA Sports stuff is. And it's one of the only games to include a four-player mode for all formats. The vital ingredient to make it another classic is still missing though, but it's significantly better than abysmal *Road to World Cup*, which turned out to be one of the best selling games of last year. Oh well...

STEVE KEY

RATING



At last, a new FIFA spin-off that's actually good. Good looking and fun to play, this game gives the licence a much-needed boost.





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60 tracks (mud, slush and gravel come as standard).
11 seriously-tweaked official rally cars.
Unpredictable weather conditions and pretty evil driving terrain.
Split-screen means you can humiliate your mates from the comfort of your own armchair.
A totally realistic driving experience.
Official PlayStation Magazine 9/10
PlayStation Plus 94%













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PlayStation	FOOTBALL MANAGEMENT	BY GREMLIN
	OUT MAY	1-22 PLAYERS

• PRICE £44.99
• FC PREDECESSORS AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 1CD
• RELEASED BY GREMLIN TEL 0114 275 3423

The sheepskin jacket, the dodgy signings from lower leagues, and the dreaded vote of confidence. Ahh, the life of a football manager, right here on your PlayStation.

PREMIER MANAGER 98

It's a simple idea in theory, but football management games have proved to be one of the most popular sellers in the British games market – and Gremlin have had a major say in it, due to their very popular *Premier Manager* series. And finally, after much tweaking and perfecting, they have come up with the goods and the first true PlayStation management game. And with so many 'live' football games coming out, Gremlin are hoping that you lot fancy managing a team instead of actually playing in one. And this is where their title plugs that gap! If ever you needed the 'Big Ron' Rolex and cigars galore, it's now!



Beardo does it again!



Peter is everywhere!





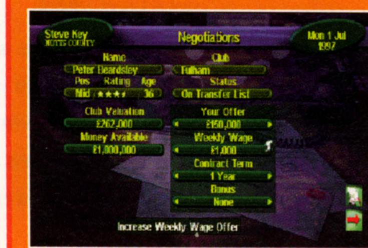
Pick your friendlies.



European qualifiers.

GOT, GOT, NEED, SWAP!

Buying players is not as easy as you think in *Premier Manager*. There is a transfer list which you can pick from, which lets you know of all the immediately available players, but the real coup is when you prize a player away from a club who don't want to sell him. Firstly, you pick the player and you have to make an offer for him. You then have to decide how much you think he is worth and how much he is to earn as a basic wage. As an incentive, you can throw in a house or a car to the proceedings and offer a goalscoring bonus for the strikers or a clean sheet bonus for defenders. Then, once you have made an offer, you usually wait about a week or so and the player will come back to you to let you know if he has agreed to join your mini revolution.



Peter Beardsley is available for a bargain £262,000! But being tight, we offer a £150k. Will it work...



Yes it did! The man with the magic feet is lining up for County in their first pre-season friendly. What a deal!

TAKE EACH GAME AS IT COMES



These are the vancant manager jobs.



And the manager gets his first win!

There are two main modes of play in *Premier Manager*. The first is the 'arcade' style form of management. This basically lets you control any team in the game from the start of a season. And the bigger the club, the bigger the budget. If you start with Arsenal or Man Utd for instance, you'll have a big transfer kitty and the potential to attract any of the top players from Europe and England. The second option is the 'simulation' mode, where you take on a vacant job in the lower leagues and earn your credibility as a manager. Succeed with the lesser-known team and a bigger club will come in for you. Continue like this, and you'll be poached by a better club each time, until you reach the top of the tree.



Pick a team you fancy buying a player from. Here, Chelsea are examined.



How much for Dennis? More importantly, can Notts County afford him? No.



Beefing up a forward with handling skills is obviously a waste of time.

I RECOGNISE THAT!

As those of you with a keen eye will know, the actual in-game footage uses the same engine as *Actua Soccer 2*. This is one of the best aspects of *PM*, because you can see the game in progress, rather than just seeing some text flow on screen. There is a downside to this, in that they obviously didn't have enough space to put lots of data in for this section, so you'll often find yourself scoring the same goals over and over again. It also explains why the commentary is so good for these bits.





They only had enough room to fit a small amount of scenes onto the final disc...



...So you'll be seeing the same goals repeated.

STATS THE WAY TO DO IT

Steve Key
NOTTS COUNTY
Finances
Sun 26 Aug 1997

Ratings
Money Available £1,538,729
Ticket Price £11
Home Attendance 15600
Board Confidence 49%

Funding
Coaching 65%
Scouting 10%
Medical 10%
Youth Team 15%
Total

Continue

To ensure the maximum level of realism in *Premier Manager*, the programmers at Gremlin enlisted the help of the people at *Goal!* magazine to provide individual player statistics for everybody from the 92 English clubs as well as all the major European and South American sides. And they even got in contact with fanzine editors, hardcore fans and general lifelong supporters from each of the English clubs to make sure that all the information was correct – or at least to the fans liking.

Steve Key
NOTTS COUNTY
Team Tactics
Mon 1 Jul 1997
Man To Man
Hard
Long Ball
Defensive
Change Tackling Style

Notts County are about to get physical.

Ed Lomas
GILLINGHAM
League Tables
Sun 11 May 1998
English Division 2

		P	W	D	L	F	A	Pts
8	Preston North End	46	20	11	15	68	66	71
9	Southend	46	21	7	18	65	67	70
10	Grimsby Town	46	21	6	19	64	62	69
11	Luton Town	46	21	6	19	54	63	69
12	Gillingham	46	18	12	16	62	57	66
13	Watford	46	19	10	17	69	69	67
14	Burnley	46	18	6	22	58	70	60
15	York City	46	15	13	18	61	72	58
16	Walsall	46	16	11	19	61	66	59
17	Bristol City	46	14	13	19	63	77	55

End of the season. 12th place. Sack him.

ORDER IN THE COURT



For the press launch of *Premier Manager*, Gremlin held a Q&A session for the journos with three of the biggest characters in football management. Dave "Harry" Bassett, the Nottingham Forest boss, Joe Kinnear, gaffer of Wimbledon and Harry Redknapp, gov'nor of West Ham were the people in question. Subjects that cropped up in the session were reports on a possible Division 1 of the Premier League, a European Super League and Harry Redknapp becoming father-in-law to Louise. Only the most topical subjects as you can see.

I WONDER IF LOUISE HAS GOT A GOOD LOOKING MUM...?

IF I PRETEND I'M THINKING REALLY HARD, NO ONE WILL NOTICE THE FACT I'VE JUST WET MYSELF.

CVG OPINION

Why this game, or one like it took so long to come out on the PlayStation is beyond me. But at least it's here and it's just as good as I hoped it would be. Once you get over the loading times (which are no worse than any other PlayStation games, but still bad compared to the PC) it becomes a deeply involving game. If you have the benefit of being able to play with the mouse, then it becomes so much easier. You really do find yourself carefully planning each game and working out tactics specific to your opposition. Basically, this game has set a virtually unreachable benchmark for all those that dare to try and better it. Could be, and deserves to be one of the biggest games of this year. Excellent.

STEVE KEY



It's been a while coming, but Premier Manager is a must have game for all football fans. A perfect mix of management and action.



PlayStation	FOOTBALL SIM
BY	SILICON DREAMS
OUT	MAY
1-4	PLAYERS

- PRICE £44.99 (PS)
- SATURN AND PC VERSIONS AVAILABLE
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- RELEASED BY EIDOS TEL 0181 636 3000

With *Sensi* and *ISS* both slipping back until September, *WLS* has a chance to steal all of the glory in a last gasp shocker! Will it reign supreme this summer?





Hype often dictates how well a game is going to sell, particularly when it comes to football titles. And it's usually the games with less publicity that turn out the be the best games. Take *World League Soccer* from Eidos. Zero hype, top game. It's programmed by the same people behind *Soccer '97*, and even though you can see some elements from that as you play, they have learned an awful lot since then. In terms of realism, *WLS* is right up there with the best. The little things like being able to chest the ball away from an opponent, or head a ball downwards make this feel so much more realistic.







BACK DOOR, BACK DOOR!

The level of control you have over your players is very detailed indeed. You may initially find this as frustrating as we did. But although it takes some time to get the moves right, once you become accustomed to the one-touch passing and heading, you'll be pinging the ball about like the Brazilian team in an airport. The most difficult aspects to master are shooting and heading. Have a look at this and you should be able to get an idea of it.



HEADING

There are numerous ways you can head the ball. You can knock it down to one of your players, simply lump it forward, or head it down if you're attacking the goal. All of these are done using the square button. To pass to an opponent, tap the button and hold the direction you want the ball to go in. For a looping header – to try and lob the keeper, perhaps – press and hold square. Finally, for a power header double tap and hold square whilst pressing a direction. It sounds complicated, but it's not that difficult to master.



SHOOTING

When you're setting your sights on goal, the slightest tap in either direction can send your shot spooning all over the place. Aftertouch is important, but you should only try to use it once the ball has been kicked. Once the shot button is held down, pulling back on the pad increases the height of the shot as well. Using the volleys is good for surprise goals, but trying to direct them accurately is tough. Try and position yourself level with a post before hitting one, that way you can fire them straight and have a good chance of finding the back of the net.

THIS IS BECKHAM TERRITORY



Taking free kicks holds another cool feature to *WLS*. The game gives you the ability to set two waypoints, one is the direction the kick will start at, the second dictates the amount of swerve. It's not as easy as pointing the cursor at the back of the net and watching the ball fly in, because you have to allow for the arc of the ball, and the distance of the kick from the goalmouth. If you're defending one of these kicks, you can move the wall to your preferred position, add or take away players from the end of it and even make them jump as the kick is taken.





THE RAY AND PETER SHOW



The token celeb commentators are running out now as *WLS* snaps up Channel 4's very own dynamic duo or Ray Wilkins and Peter Brackley. We have to say that of all the commentaries we've heard on the new batch of football releases, this is probably the worst because the phrases are linked together using words spoken in all sorts of tones, which makes it sound like a bit of a mickey take. Never mind.

GIVE AND GO SON!









The one-two passes in *WLS* hold the key to splitting open defences. There are two types of return ball you can get from a team mate. Once you've passed to the player you want to link with, hit X again for a low return or square for a chipped return which can often miss out the last the defender and leave you clean through. To finish off the chipped ball, you can plant a header or volley into the net for maximum effect. You also have control over the direction of the return pass, so make sure you aim it into space, preferably behind the defence.

GET YOUR TACTICS RIGHT

Once you've picked your teams to play as, you then have the ability to completely customise the team playing style, and player attributes. The formation of the team can be changed to anything you like, by simply changing the number of defenders, midfielders and attackers. You can position individual players, or groups – like the entire defence – to make them play very deep or pushed onto the midfielders. You can also select individual team members to man mark specific players (you get to choose who he marks) or zonal marking. Basically, you can fiddle about with your favourite team until you find the formation you like the best!



Despite the snowy conditions, Scholes still manages this acrobatic header!



You can have a 1-10-0 formation if you want!

CVG OPINION

WLS is definitely the best of the action football games I've reviewed this month. But it's not quite good enough to earn itself the top mark. There are a couple of reasons for this. Tackling players can often prove very difficult, or at least random in the outcome. There is no, 'step in' tackle, so you either have to slide in or actually take it from their toes instead. Also, the fact you cannot quickly switch between the players you control means players can run half the pitch unchallenged. However, those niggles aside WLS is a very good game indeed. There are no real guaranteed scoring methods, so you have to think about setting up chances, and the players' control and movement is very realistic. WLS is an excellent football game, and one that I can definitely recommend you invest in.

STEVE KEY

RATING



WLS is another footballing triumph for Silicon Dreams and Eidos. It's very playable and has tons to keep you coming back for more. Cool!

WLS '98 WORLD LEAGUE SOCCER

REVIEW





FOOTBALL SIM | BY Z-AXIS
OUT MAY | 1-4 PLAYERS

- PRICE £44.99
- PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
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Desperately trying to avoid all 'Jules Rimet still gleaming' references, the official England game, *Three Lions*, is put through its paces in a vigorous CVG training session.

THREE LIONS™

Just as a hare will go mad in March, and April sees showers galore, the May and June before a major football tournament brings an absolute ton of games trying to capture that footballing spirit. And with so many companies haggling for the tournament license, Take 2 plump for the England team game instead. Although it's a new title in an immensely over-crowded field, it's the fact that it'll have the backing of Hoddle's men that's getting the big wigs excited about this one. But will the punters on the street take the same view as the men in suits? Let CVG be your referee in this one...





The overhead kick looks spectacular, but with so many defenders back, it won't get through.

AND BULLY'S SPECIAL PRIZE...



Although the target is right in the corner, this shot will miss.



This one however finds the back of the net. Low shots are hard to stop.

The first thing to mention about *Three Lions* is the targeting system used to take your shots at goal. Basically, a target stays in the goal throughout the entire game, and when you are running towards the net, it'll move as you move your player. Once you're in with a decent scoring chance, holding down the shoot button gives you control of this target. Bearing in mind that the longer you take in trying to position the cursor, the more chance the opponents have to tackle you, it's just a case of getting the target in a decent enough spot in the goal, and letting rip.

Nice beard mate.


Ince fires in a shot.


Spread out men!


White boots eh?

CVG OPINION

With so much hype behind this game, we were expecting something pretty special. Sadly, I feel let down by *Three Lions*. I wouldn't mind so much if it wasn't billed as the best thing since sliced bread, but the more you build it up, the bigger the disappointment if it doesn't meet those requirements. One thing that strikes you is that this isn't a very realistic game. You can hit a pass along the floor from one box to another without it being intercepted, and the size of the ball is unrealistic to the players. Sometimes when you're dribbling, the ball is actually behind the player, which is strange to say the least. The targeting system is a neat new gimmick though, and can offer some really precise shooting. But, when all's said and done, it's just too frustrating to be any good.

STEVE KEY



Batistuta scores!


Dodgy tackle ref!


Hold your nuts Roberto!

RATING



The competition is fierce, but Three Lions fails to make it past the qualifying rounds. Looks shoddy, and is very frustrating to play.

Offer applies to transparent Game Boy Pocket and Tetris game (†Recommended retail price £44.99 and £12.99 respectively). To receive a Game Boy Pocket and Tetris application form, you must apply for and open a new Halifax Cardcash account as an Expresscash customer between 6th April and 30th June 1998. Once your account is open, you will receive the Game Boy Pocket application form with your Expresscash card. Only one Game Boy Pocket will be available per Expresscash customer. All Game Boy Pocket application forms must have been received by 14th July 1998. The minimum account opening balance is £10. The standard daily cash withdrawal from a cash machine is £50. Accounts can be opened at any branch of Halifax plc. The offer is subject to availability and may be withdrawn at any time without notice. Existing Expresscash customers who opened their account prior to 6th April 1998 will not be entitled to apply for the Game Boy Pocket.TM & ® are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd. Halifax plc, Trinity Road, Halifax, West Yorkshire HX1 2RG.

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This is the only footie management game where you get to set the price of your team bobble hats, create foolproof set-pieces and even offer 'bungs'.

ULTIMATE SOCCER MANAGER 98

To anyone who's never played a football management game, the idea of staring at masses of statistics and working hard to balance the books and make money sounds like the most boring thing ever. But as anyone who's ever got into one knows, they can be some of the most addictive games ever. *Ultimate Soccer Manager 98* doesn't take itself quite as seriously as *Championship Manager*, but still has an astounding amount of detail, meaning that it has a good chance of attracting more budding 'guvnors' than other statistic-heavy games of this style. Just take a look at some of the things you can get up to.

ULTIMATE FINANCE MANAGER 98

When you start a game of *Ultimate Soccer Manager 98* you get the choice of playing as either Manager or Coach. As Coach you only need to worry about the performance of your team, but as Manager you're in control of all the finances as well. You need to negotiate contracts with your players and staff, upgrade your ground, field a winning side, keep the board happy, and even set the price of burgers and drinks at the ground!

Everybody come to Gillingham! Lager is now only 1p a pint!

DO I NOT LIKE THAT



Your pitch visibly gets ruined as the season goes on. Better repair that.



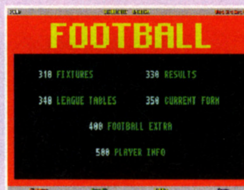
Although you don't control your players during a match, you do get to see what's going on. A fairly basic representation of the pitch lets you see how the game's progressing, giving you the chance to make tactical changes on the way. You can also see weather effects and the quality of the pitch itself, as well as seeing how packed the stands are.

This giant man is your physio.

THE BOYS DUN GOOD

Ultimate Soccer Manager 98 stands out from other management games because there are loads of little touches which make it very easy to play while adding to the sense of realism. Sometimes when you finish important matches you'll have to answer questions from a newspaper journalist. You can also bet on games, pay teams to lose matches, offer "bungs" and check out the latest scores on "Sierratext".





Here's your office. From here you can do most of your business, watch highlights, and rig matches.

CVG OPINION

The original *Ultimate Soccer Manager* seemed like a very basic management game with an easy-to-use interface. The '98 version still has the simple graphic interface (with animated rendered offices and items) but is now packed with detailed statistics and features. The small things are what make *USM 98* such fun, like negotiating deals with agents, picking the advertising for your programmes, and trying to rig games without the press finding out. The rendered menus look great, and are extremely easy to negotiate, though there's a hell of a lot of information to get through. Hardcore management fans will still probably favour *Championship Manager*, but *USM 98* is definitely a worthy alternative. If you've never got into anything like this before, give it a go – you'll be shopping for a sheepskin coat in no time.

ED LOMAS

RATING



The easiest PC football management sim to play, and one with masses of excellent features. Lots of fun indeed.



So you've gazed over the reviews this month, and had a peek at some other upcoming titles from our guide last issue, but which football game should you buy? Let CVG quash any doubts you may have with our guide to the best…



TAKE EACH GAME AS IT COMES

BEST FOR MULTIPLAYER

WORLD CUP '98



Your mates and a game of footy. Cool.

EA's newest title is the best multiplayer football game we've come across. It's quite easy to pick up and play, so you'll find that, within a couple of goes, you can have decent matches with mates who've never seen it before. Four player games are especially funny, with human team mates having someone to blame if it goes horribly wrong! Get yourself a multi tap, and say goodbye to lonely nights in.

BEST FOR SINGLE PLAYER

PREMIER MANAGER '97



You can even up the price of burgers!

Are you a recluse? A loner? Billy No-mates with a PC? Then *Premier Manager '98* is just the game for you. It is the most enjoyable management game to date, and one that'll have you cursing all of your shoddy dips into the transfer market as you try to transform Leyton Orient into Champions League material. Buy, sell, haggle and bluff your way through season after season of gruelling Premiership or Nationwide League action. Football fans will absolutely love this!

MOST REALISTIC

WORLD LEAGUE SOCCER



The big Rome derby! In your home!

The new kid on the block. With so many titles already established in the football simulation field, *WLS* comes in and does the business as it proves to be immensely playable. The flicks, the one-twos and the headers down past the keeper are unmatched by any other football game. The big shock here is that the Saturn version is probably the best out of the three, and that is all the more reason to compliment the game's creators at Silicon Dreams.

EASIEST TO PLAY

ISS 64



Will he score here? What do you think?

Without a shadow of a doubt, the easiest to pick up and play is Konami's awesome *ISS 64*. It does have the flashy moves but to simply plug in and start scoring spectacular goals, nothing beats this. And because of the high detail in terms of animation, you get a real sense of satisfaction as you watch in awe as your vicious curling cross is met by a thunderous header that sends ripples cascading down the back of the net. Maybe.

BEST COMMENTARY

ACTUA SOCCER 2



Check out the wall holding their nuts!

It may not be the thing that swings your decision when buying a game, but we felt that Gremlin's very successful title was worth mentioning for this. Barry Davies and Trevor Brooking, two *Match of the Day* stalwarts, are the voices you'll be hearing throughout the game. The programmers must also be credited, as they have done a sterling job in linking the two together in such a way as to seem not only realistic, but natural as well.

BEST ARCADE SIMULATION

ISS 64



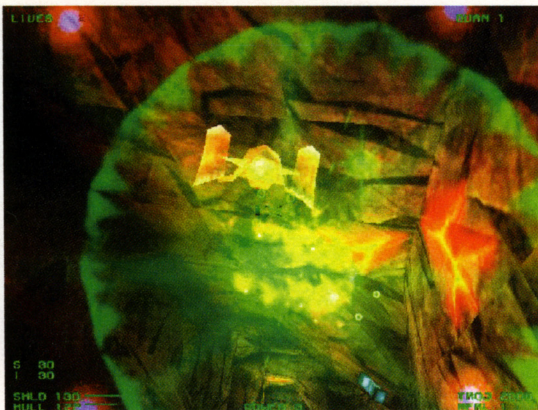
Headers are easy to pull off in ISS.

Not only is ISS the easiest to play, it is also the best for pure and simple fun. Big, chunky players and a little pitch are classic components of the arcade style of football game. It's really easy to score, which is another trait associated with coin-ops, and don't be surprised if you end up in a few 7-6 scorelines. Become pretty good at the game and you'll pick up on a lot of the sweet spots as well, which are your get-out clauses if you need a last minute goal!

PC CD ROM
PlayStation

PC CD ROM / PlayStation	3D SHOOTER	BY PROBE
	OUT MAY 15TH	1-16 PLAYER

- PRICE £29.99 (PC) £44.99 (PLAYSTATION)
- NO OTHER VERSIONS AVAILABLE
- N64 VERSION PLANNED
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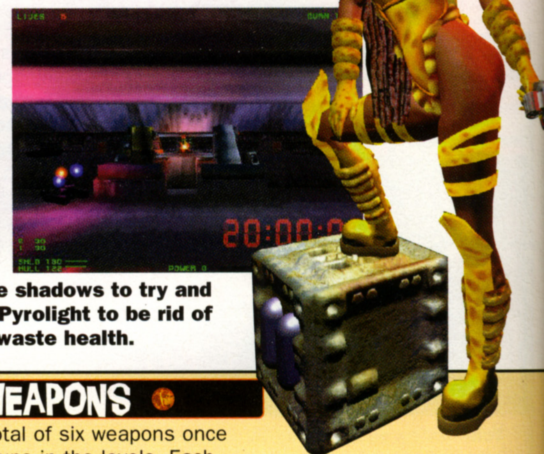


Despite the dross and mediocre titles, Acclaim usually come up with one absolute corker of a game every so often. Could this be the next big seller under their belt?

FORSAKEN

There is no doubting that *Forsaken* 'borrows' heavily from *Descent*. But is there enough to warrant you buying *Forsaken* over Interplay's huge game? Well, yes and no. While Acclaim's title is miles and away the better looking – and considering the gap between the release of the two, it's no real surprise – *Descent* has more responsive and fluid controls and isn't as immediately frustrating, due to the difficulty setting. It may sound like we think this is a bad game, which it most definitely is not, but when you consider all of the hype that has gone and is still surrounding this, we felt more than a little let down. But have a look at the next four pages and see what you think.

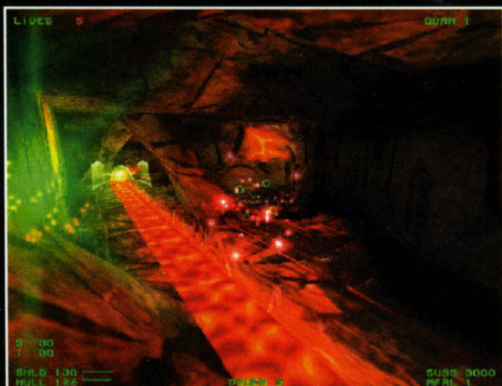




Tanks will often come out of the shadows to try and catch you off your guard. Use the Pyrolight to be rid of him in double quick time, and not waste health.

THE YEAR IS 2113...

...and a huge explosion has left Earth in ruins. The planet has become detached from its orbital axis, and the radiation levels have rocketed because it's exposed to the Sun. All human life was wiped out in a matter of days. However, the rich supply of gold reserves and other valuable artefacts are left on Earth, waiting for the top brass of the galaxy government to come and clean it all up. This is where you come in. As a bounty hunter, Earth is now ripe for looting, pillaging and general ransacking to earn yourself some serious wedge. Watch out for the robot guards that are doing the rounds, and doing their best to eliminate any unwanted trespassers. So that's the story, on with the robbing!





To get out of this room, you have to destroy all of the tanks and flying robots so the doorway opens. Not that easy...

THE PRIMARY WEAPONS

You ship has the ability to carry a total of six weapons once you've picked up the various power ups in the levels. Each weapon can be powered up as well by collecting the power pods.

POLSAR



The standard laser that you have when you start. Once it's powered up to the maximum it's one of the better weapons to have because the rate of fire is impressive.

SUSSGON



Again, this weapon works best once it's fully charged up. It's basically lots of small shots that have a wide hit range, but don't inflict much damage.

TROJAX



To get the full benefit of this gun, you need to charge it up by holding the fire button until the bar next to your target has reached the full. It's a small, but powerful shot.

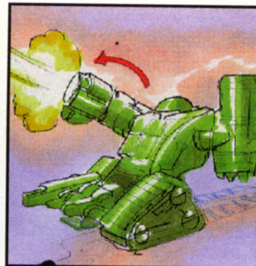
TRANSPULSE

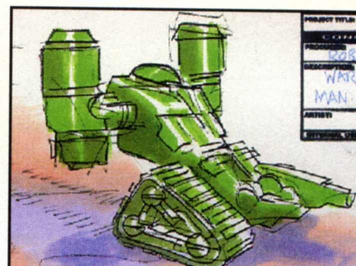


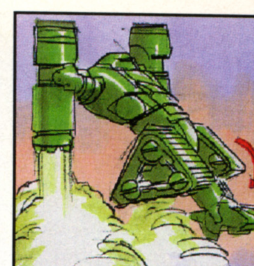
This is possible the best gun out of the lot. Not only can do deflect the shots off walls and the floor, but it will also home in on any enemies in its vicinity.

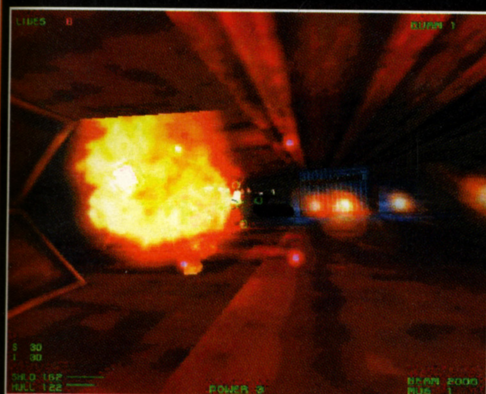
SLOPPY SECONDS

A well as the standard weapons, you also have six secondary weapons to play about with. All of these are mines, missiles or bombs and are great for causing lots of damage very quickly. MUG and Solaris are missiles, with the latter being fired at a quicker rate. The Scatter missile is most effective because it's heat-seeking and homes in. Gravcon is a bit of a waste of time unless you're playing in multiplayer, as it produces a small ball of energy at the point of explosion, and trapping anyone that happens to stray too close to it. MFRL is the Multiple Firing Rocket Launcher and is awesome. You'll cane your ammo in no time with this beauty. And the final choice is the Titan bomb. This is your get out of jail card, because it's one powerful smart bomb that clears areas of any enemies.









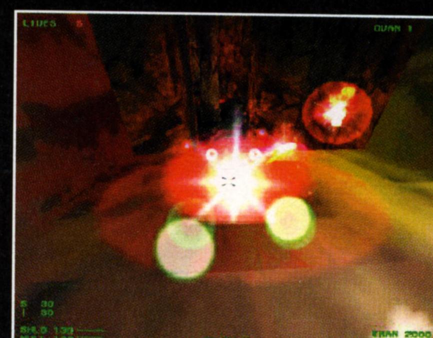
Once the Titan bomb is released, all it needs to do is come into contact with something and BOOM! Another one (or four) bites the dust!

THREE'S A CROWD

But not when you talk about *Forsaken*. The multi player element to Acclaim's title is probably the best part. It gives you the chance to have up to 16 players sneaking through specially constructed Deathmatch arenas, blasting the crap out of each other. All of the weapons you find in the main game can be used here, but the more players you have competing at once, the less chance you have of really stocking up on the goodies. However, every time you kill someone, they drop practically everything they were carrying so you can steal all of their booty.



For a quick death, you can set the Pyrolight onto the enemies. You'll soon smell the burning flesh of your enemy...



The lighting effects are amazing. Every shot and explosion illuminates the walls in bright, fluorescent colours.

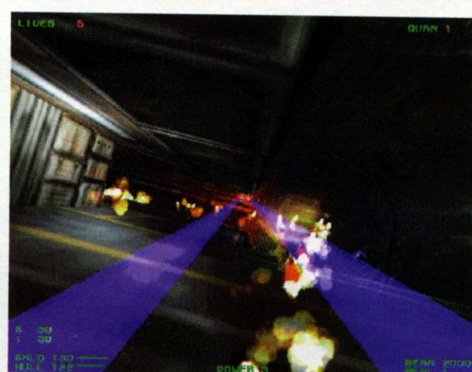


Burn baby burn! This flame thrower weapon is especially good for clearing congested areas quickly, especially if enemies are close up, but rubbish if they're far away.



These two laser beams fire a concentrated but highly powerful burst of energy at enemies. Only use this if you have the time to line up the shot without taking too much damage.





This is the Multiple Firing Rocket Launcher in action. It can rattle off at least one hundred shots in the time it takes you to say, 'Blimey, that's fast.'



This laser fence needs to be turned off before you can get to the other side and round up the booty and power ups. Better find that switch then hadn't you!







SECRETS OUT

In a similar style to *Quake*, *Forsaken* has lots of secret parts to each of the stages. Basically, these work in a similar way to *Quake*, in that you have to shoot certain parts of a wall to get through for example. Also, you may have to trigger a chain reaction of events to open up the hidden treasures. This may be something as simple as blowing up a line of nuclear barrels so each one crumbles a section of the wall, or it could be hitting various switches from around the level just to open a tiny room. If you are going to go for all of the crystals and gold bars, however, finding these secret rooms is a must.





These enemies usually hunt in groups, so if you see one then expect the others to follow.





Following the power line leads you to this room, with another of the five switches on the wall. Only once you've touched all five can you exit the stage.



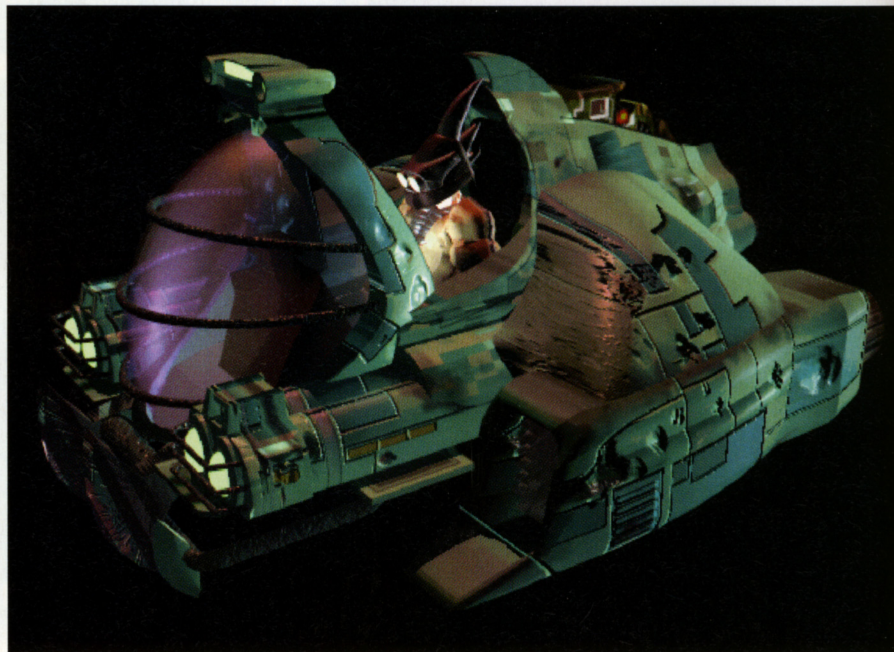


I MAY BE SOME TIME...

The levels in *Forsaken* are, quite simply, huge. And in order to finish them, you usually have to perform lots of sub tasks to open up the exit. Usually you'll have to clear a specific room of all enemy robots, which will then reward you with a key, or actually open a door somewhere else in the level. Switches and levers need to be shot on other levels, and sometimes you have to physically bump into them so they are activated. This is easier said than done, because you can see all of the switches, but have to travel all around the level to actually get to them!







Having this for a motor is all well and good, but where the hell is the petrol cap?

THIS TOWN AIN'T BIG ENOUGH

As you get deeper into the levels, it becomes more and more apparent that you're not the only bounty hunter trying to earn themselves some dough. When you're required to open teleporters, you'll find that other hunters were waiting on the other side. You have to ambush them before they can start attacking you and steal your booty. One cool point about this, is that if you get close enough to the other craft, you can actually see the other guy or girl in the drivers seat. It's not much, but a nice touch anyway.





Once you enter the Engine room, the security robots are alerted and swarm in to try and stop you. Use the tranpulse weapon to bounce your shots around the room, and save you the hassle.



PICTURE IN A PICTURE

One other neat feature to *Forsaken* is the mini picture you get in the top left of the screen. There are a number of ways to make this appear. If you trigger a door opening in another room in the level, it'll appear and show you the door and the room. It'll also provide an action cam when you fire missiles. The small screen will show the projectile flying across the room until it makes contact. This also serves as a neat way to see what is in a room, because you can fire one missile through and have a gander at all of the enemies as it whistles through.



The screen shows you where the power line leads to, and how to open the door as well.

WHAT ABOUT THE OTHER VERSIONS?

The PlayStation version is also finished and while it doesn't look anywhere near as nice as the PC title, it still delivers the same action and playability. The controls are still a bit fiddly, and you have less scope for movement with the reduced button count on the PS pad. The Nintendo 64 game is almost done, but is quite a bit different to the other two. It is the only one of the three to have boss characters, and has a four-player mode as well. The stages have all been recreated for the N64 game as well, so that the single player mode is completely different to the others.







Pick up the two keys that are hidden in this room, and the roof opens and you can exit the stage.

CVG OPINION

Forsaken **is one of the best looking games you'll ever see. The engine is nothing short of amazing, and you'll be staring open mouthed as you hurtle through the various passageways. The water effect is also fantastic, when it ripples after being shot at. However, there are a couple of shortcomings which prevent *Forsaken* from being a classic. The first is the insane difficulty curve. Fair enough, you want a game that will last you a while, but not one that leaves you tearing your hair out. Maybe it wouldn't be so difficult if the control system was easy to use, but that is the other major minus point to this game. To get the full benefits you have to use the keyboard, but there are so many buttons, that it's too confusing. If you do use the mouse, then you have to do without some of the moves because you don't have enough fingers! This means you're less mobile and become a sitting duck for the enemies. It is a very good game, but it seems that people are raving over the good looks and not the way the game plays.**

STEVE KEY



RATING

The strange difficulty settings and confusing control method don't keep up the standard set by the awesome visuals and lighting effects.







DRIVING SIM | BY TEAM YAMUCHI | OUT NOW | 1-2 PLAYERS

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Leaving all other racers on the starting grid, *Gran Turismo* is already through the tight chicane and winning trophies. Don't waste a second, it's in the shops now!

If you've ever played a driving game and become bored of the fact that there wasn't enough to do, were disappointed that there were only a handful of cars, and soon got tired of the three tracks that were available to race on, then *Gran Turismo* is the game for you. Of course increasing the options of what's on offer doesn't make a great game by itself. It's gotta have some playability, and luckily Gran Turismo has loads of this too. Ok, so you've got cars, circuits, playability. What's left? Oh, the eye candy, this game looks fantastic. Need more persuasion? There's the great music and sound effects, license tests, prize cars...



GRAN TURISMO
THE REAL DRIVING SIMULATOR

AUTO TRADER

As we've reported before, *Gran Turismo* has a huge amount of cars to buy, win and drive. There are over 160 different production cars to play around with, a selection from the 10 featured manufacturers in the game. The range encompasses everything from a Honda Civic to an Aston Martin DB7. American cars are represented by models from Dodge and Chevrolet, while Mitsubishi, Subaru, Mazda, Toyota, Nissan and TVR also have cars available for you to play with. There's something for all tastes, with family hatchbacks, touring, rally and even concept cars. No other racing game is as big as this!



The DB7 slides around quite a lot, but like all the cars, you'll soon learn how to drive it like a true pro.

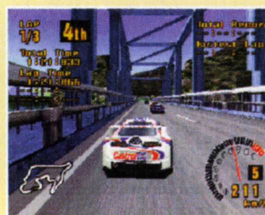


The slower cars will test your racing skills. The faster cars are more a test of your driving.



BURN RUBBER HERE







You'll need somewhere to race these cars, and *Gran Turismo* has eight different courses. Three of these have different configurations in the *Ridge Racer* style, taking the total up to 11. Take into account that there are reverse versions for all but one of these circuits, and that takes the total up to an impressive 21 different configurations.



YOU BLEW THEM AWAY!

The two-player mode is one of the best we've seen in a driving game. With only a small loss of speed. This is achieved by some of the scenery being removed. Another great feature is the fact that you can save your fleet of cars to memory card for the sole purpose of racing them against a friend. The amazing replays also work in two-player mode, and can even be viewed split-screen.





If one driver is better than the other. Just make them pick a jalopy. Then you'll see a real race. If they still beat you, ask them to step outside and get the first punch in.

WHAT A STUNNA!

A great bonus for people who decide to play through the Arcade side of the game, is the inclusion of a hi-res mode. The Hi-Fi mode is the reward for completing the Arcade mode, and presents you with a 60 frames per second, super high resolution version of the game. Some background detail, and lighting effects are removed to compensate for the extra detail, but the difference is stunning. To access this extra you have to win each course on the easy setting, then with the four extra courses now open, beat all these on the hard skill level!

On your TV it looks a lot better, promise.









IT'S GONE ALL WOBBLY





Your wrists will feel the rumble about now!

Gran Turismo is the first game to make use of Sony's new Dual Shock controller. This pad features analogue controls, and amazing rumble action. Once you've played the game with this controller, you won't want to use anything else, we're not saying this 'cos we've been paid money, but because it adds so much to the game. The rumble action is different for each car, and you can feel vibrations as you pull away from the starting grid, or if you take a corner at full pelt. The pad is also a useful indication to the limitations of your car, you can actually feel a difference when the car becomes unstable, or is about to spin out. The good news is that the pad goes on sale in the UK at the same time as the game. You now have no excuse to feel the difference.





ONLY ONE PREVIOUS OWNER



At the start of the game, you simply don't have enough money to buy a brand new car. Not to worry, most of the car manufacturers in the game have a selection of second-hand motors to choose from. Start with something simple, a four wheel drive car is best for beginners. Buy something like a Toyota Sprinter Truneo or Honda Prelude. Every time you go to a track and race, the game clock is increased by one day. Every ten days each showroom restocks their used car selection. Remember to visit them often for some good deals.



The Truneo, sluggish but a joy to drive.



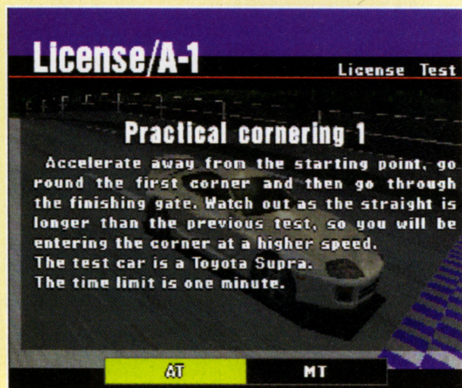
The Prelude is quite fast for beginners.



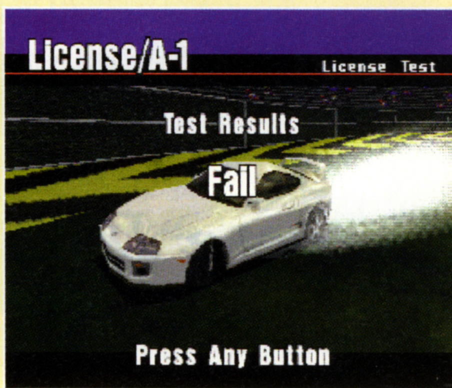
Cars like this are what you really want.

PRACTICE MAKES PERFECT

Gran Turismo is 'the real driving simulator' remember? It recreates everything except crashes (because the manufacturers wouldn't allow it) highly realistically. To do well at the game you'll have to play by its rules. So serious is the game that you have to pass driving tests before you're allowed to race. Don't think this is a ruse to stop you from progressing. It's brilliantly designed to teach you how you have to play this game, with a series of difficult tests, that require you to test your skills to the limit. You'll be tearing your hair out and jumping for joy with equal measure.



This is your mission, should you fail...



Try, try and try again... and then more!



Before you know, you're a better driver.

THE VIEW FROM HERE

The replay mode in this game is unlike any other. This is because the cars look much better than in the main game, perhaps because of the dramatic camera angles that film the action. If you squint, it almost looks like the real thing. If you're particularly proud of the way you tore up the track, or if you caused a massive pile-up, you can save the replay to memory card, and then watch your achievement over and over again in the Replay Theatre.





If you're getting beaten on a certain course, or having difficulty passing licence tests, it's a good idea to watch the replays – not to analyse your mistakes, but to see if you can take corners at a better angle. Just watch, and learn. You'd be surprised at how wide some corners are.





When not studying your form, just watch the replays because they look so good. If you had a hard battle to win, watch to see just how close that fender was to spinning you off the road, or how well you cut up a rival to steal the victory.



This isn't skillful driving, just cornering too fast.



The arcade mode is faster, and the cars fly!



Luckily this won't scratch the paintwork.





TAKE A BAD CAR, AND MAKE IT BETTER



Some cars are already cool, but cost loads of dosh.







It's spinning a bit, we'll adjust the dampening.

Once you've won some races and accumulated some credits you'll be wanting to put your new-found fortune to good use. You have a choice of buying a brand new car, or taking your current choice into the garage for some modifications. The list of improvements that can be performed on each car is vast. From the basics of changing the tyres, through to transmission, turbo kits and weight reduction. Before long you'll be analysing the smallest detail of your car, and adjusting things accordingly just to get an extra bit of speed. Be warned though, when buying enhancements it's not just a case of buy, buy, buy to make a better car. Some add-ons can slow acceleration in favour of a higher top speed, or vice-versa. We've seen many of our own pride and joys become completely different beasts, with a few tweaks changing the handling, and ruining the 'feel' of the car.

BEGINNERS STUFF

When starting out, a good tip is not to buy a powerful rear wheel drive car. Without experience it'll be a waste of money so early on. You'll do nothing but spin out whenever you enter a corner. Better to start with a four wheel drive or FF (front engine, front wheel drive). Both these types of car are a lot easier to drive, and stick to the road.





The best driving technique for corners is to brake early, and accelerate out of the turn. If you brake too late you run the risk of losing control.

MUSIC FOR THE TURISMO GENERATION

Watch the intro, turn the volume up, and you'll be hyped to race.

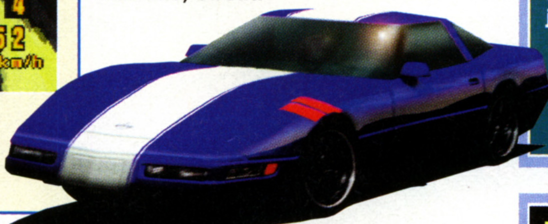




New for the European release is a much more ear-friendly soundtrack. Provided by top artists such as Garbage and Ash. Best of all is the Chemical Brothers' remix of *Everything Must Go* by the Manic Street Preachers. This music is played over the intro and it makes the computer generated images seem even better. There aren't many music tracks in the game, so you'll soon be hearing the same music over and over again, Sony have hand-picked some great tunes that suit the game perfectly.



When your car clocks up a speed like this, sweat!



2ND OPINION

Gran Turismo **sets new standards in many ways – it has some of the best graphics ever seen, excellent handling, and more cars and upgrade options than ever before. The development team have obviously worked really hard over the last four years to make a "complete" driving game and in many ways they have. The races aren't as exciting as those in certain other driving games, such as** ***TOCA Touring Car*****, mostly because of the lack of collisions. Piling into a wall will just make you bounce off and carry on driving, which takes some of the tension away. But still,** ***Gran Turismo*** **is currently the ultimate driving game, and you'd be very, very stupid to miss it.**

ED LOMAS

EARN FAST CARS FAST!





The quickest way to start buying the cars you want is some fancy wheeling and dealing. First earn your B licence, then buy a cheap, reliable used car. Best buys are the Honda Prelude, or if you want a little bit more of a challenge the Toyota Sprinter Truneo. Enter and win the Sunday Cup. Sell your original car plus the Demio you win, and with the money buy an '89 Nissan GT-R, if you've any spare cash, carry out a few simple improvements on this machine. Just to get the car that tiny bit faster, a ROM and muffler are good to start with. Next enter the 4WD event race. Sell the prize car, and further modify the GT-R. Don't buy the racing body, it's a waste of money at this stage. Once you get the A licence, enter the Japanese Vs. US event race, win this and you get the Mitsubishi FTO Limited Edition – the best all-round car in the game. From here on in, you should know what to do.





Another fast way of getting money is simply to enter the Sunday Cup with a super powerful car. Skip qualifying, win each race and you'll be awarded 19,500 credits each time, plus if you sell the Demio you get an extra 10,000. That's almost 30,000 for less than 10 minutes racing.

CVG OPINION

I'd tried to avoid playing the Japanese version of the game, even though everyone has been raving about it for ages. Now, after finally playing the English version I can see what all the fuss is about. ***Gran Turismo*** **is the best racing game around, it's almost embarrassing how many options are available. The courses are all well designed, and the cars and realistic handling are just spot-on. The licences are a brilliant test of skill, and also a well disguised way of making you play the game the way the developers wanted it to be played. There's only one thing missing from GT and that's crashes and damage. I can live with that. It would have been perfect with them included, but even without, this is still the best racer you can buy for miles.**

ALEX HUHTALA

HIGH FIVE!

RATING



Gran Turismo raises the stakes in the racing game genre. It's gonna take something very special to come close to this!






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Are you a retired horror movie beastie looking for something to do? Why not fight others like you in Capcom's latest arcade conversion!

VAMPIRE SAVIOR
The Lord of Vampire



Vampire Savior is the third in Capcom's series of monster fighting games, and is one of their best to date. It gives you the chance to play as a classic B-movie horror character and use all manner of bizarre powers to beat up a load of others. This Saturn version is out now in Japan, and needs the 4Mb RAM cartridge to produce what are probably the best 2D animated (or should that be re-animated?) graphics seen on any console. But this isn't just '*Street Fighter* with monsters' – *Vampire Savior* plays very differently to other fighting games, and stands out as one of the very best.





DO THE MONSTER MASH

Vampire Savior adds four characters to the *Night Warriors* (*Vampire Hunter* in Japan) cast. Q-Bee is a half-bee-half-woman creature who can call on her bee friends at any time. She has very unusual animation, and moves around as though she's depressed all the time. Bulleta (also known as BB Hood) is a young Red Riding Hood with all manner of ridiculous weapons concealed on her. Lilith is Morrigan's younger, sexier sister, and then there's Jedah. Jedah is one of the most fantastic fighting game characters ever created, with a great costume, ingenious moves, and amazing animation.

The Saturn version of *Vampire Savior* also includes the three characters left out of the original arcade version – Pyron, Donovan and Huitzil (Phobos in Japan). They each have new moves to bring them up to date, and make this Saturn version even more exciting for fans.





Bulleta has two men with guns hidden under her cloak.



Here, Q-Bee jumps onto her hive while her friends attack.


Jedah slaps his opponent onto their death certificate!


Here's one of Lilith's mad super combo attacks. M-maad!

CVG OPINION

I only played *Vampire Savior* in the arcade a few times, but now I understand all the fuss about Jedah – he's one of the coolest video game characters I've ever seen! Though the last game in the series, *Night Warriors,* looked fantastic on the Saturn, it doesn't compare to *Vampire Savior.* The 4Mb RAM cartridge means that all of the arcade animation is included, and it REALLY makes a massive difference to the overall look of the game. All of the monster fighters are magnificent, with strong personalities and unique movement that makes them stand out from the crowd of crappy fighting game characters, and the four new guys fit in brilliantly. As you'd expect from Capcom, *Vampire Savior* doesn't just look beautiful but is also brilliantly balanced and worked out. There are so many moves and combo possibilities that you could easily be playing this forever. The only thing I'm not too keen on is the *Killer Instinct*-style round system (when you run out of energy you fall over, then get up and carry on with your second bar) but otherwise this is spot-on. This is yet another awesome Capcom Saturn import game. *ED LOMAS*

USE THE DARK FORCE, YOUNG SASQUATCH

Amazing supermoves have become the trademark of the *Darkstalkers* series, and *Vampire Savior* takes them to a new extreme. With your superbar filled, you can perform ES moves (powered-up versions of standard special attacks), EX combos (the usual incredible supermoves), or the new Dark Force mode. Pressing an equal strength Punch and Kick together makes the background turn into a swirling coloured pattern where you get a few seconds to use your character's Dark Force. Sometimes it lets you fly, sometimes it calls up a second version of your fighter depending on who you're playing as.

RATING



The best-looking 2D console game out there, Vampire Savior is also a joy to play – get your Saturn converted if you haven't already.

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NINTENDO 64	PUZZLE GAME	BY ZED TWO	• PRICE £49.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 64 MB CART • PUBLISHED BY OCEAN TEL 0181 832 6633
	OUT NOW	1-2 PLAYERS	

Yet another great puzzle game for the Nintendo 64. And this one widdles on the competition.

wetrix

Wetrix, believe it or not, is about water – lots of it. It's a tricky and totally addictive puzzle game, where you must change the landscape to create lakes, making mountains and sometimes causing earthquakes in the process. It's a logical battle of the elements, with meteors, ice cubes and rainbows all playing a part. There's also bombs that can ruin your ecological plans in seconds. The best thing is, you don't need to be a weatherman to play it.

SEVERE WEATHER WARNING

The idea of the game is simple: create pools of water, then evaporate them for big points. You'll need to take advantage of the red blocks to build your landscape. Red blocks (uppers) raise the land, while green ones (downers) lower it. You need to position the red blocks as they fall, so you have a landscape that can hold the inevitable water drops.

Once the water falls, you must make sure that no water leaks over the edges of the play area. If it does, the test tube on the right of the screen slowly fills up with all the excess water. Once the tube is full, it's game over for you, sunshine.



Bombs destroy the terrain. If you manage to drop a bomb on a hole, you get a Re-Bomb and cause more to appear.



The Rainbow multiplier appears if there's enough water in your world.







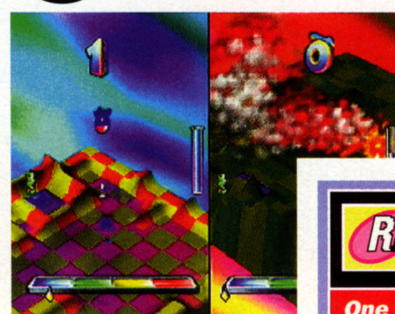
You can see where the water is leaking, thanks to the excellent graphics, and some helpful arrows.

Look at all those mountains and water. That means one thing, an earthquake is coming!

MOSES WHERE ARE YOU

Not only do you have to worry about the water and leakage, but there's the problem of earthquakes. This happens if you try to build huge mountain ranges to hold the water. For every upper you place on another the Earthquake Meter which is on the left side of the screen rises slightly. If the earthquake hits, the result is a massive explosion which ruins your global plans.





The action's still great in the two player mode.

CVG OPINION

The moment I saw this being played, I was interested. The graphics were great and it seemed easy to get into. Like all the best puzzle games, *Wetrix* has got two major factors going for it – its simplicity and total addictiveness. There's also some good music to help you stay in the right mood. What's really great are the score multipliers. These make the high score something worth aiming for, and can move the action up to a frantic level. My only concern is the longevity. The two player option eases this, but as a one player, once you reach and master level 10 difficulty, there's no new challenge. Still if you like addictive puzzle games, you know there has to be a cut-off point somewhere, or you'll never stop playing!

ALEX HUHTALA

RATING



One of the best puzzle games to be released in recent years, and it does make surprisingly good use of the N64 hardware.

Game on!

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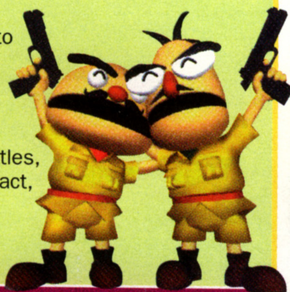
Ignore the coconut shy. Avoid the ghost train. Enter the totally weird Namco shooting gallery that is...



Namco have never let the PlayStation down. In fact they've produced some of the console's greatest games, mastering the fighting, driving, and shooting genres in the process. Lately it seems Namco just want to have some fun. Witness the cute platformer *Klonoa*, plus some of the secrets in *Tekken 3* and now, finally, a conversion of what many consider to be the greatest gun game ever made – *Point Blank*.

ALL THE FUN OF THE FAIR

Point Blank isn't a gun game spread over stages like *Virtua Cop* or *Time Crisis*. There are no females to rescue, or bad guys to kill. Instead there are over 100 of the craziest gun challenges ever devised to entertain you. Ranging from shooting apples off your assistant's head, to shooting chickens, piranhas, buzzards, cars, bottles, UFO's, balls, ducks – in fact, you name it and *Point Blank* has got it, and you have to shoot it.







Shoot the falling bank notes – it's not easy.

IT SOUNDS SIMPLE – IT ISN'T

The aim of the game is to complete the chosen challenges, but these appear at random. In each challenge there are three vital factors: how many targets you must hit, how many bullets you have, and how many seconds are on the clock. These make each challenge a true test of your shooting skills. Remember, because of the random element, no two games are the same. So you'll need to master every single challenge to be the best.







Don't hit the bombs!



New features include the *Point Blank* RPG!

REVIEWER

If you liked *Time Crisis* on the PlayStation, then you'll love *Point Blank*. It's a completely different style of gun game, but the most addictive one ever devised. It may have cute graphics, but it has one major advantage over *Time Crisis*, and that is the unpredictability. This is no 'on-rails' shooter, you don't know where targets are going to appear next, so you've got to be quick on that trigger to hit them. The most appealing feature of *Point Blank* is the variety on offer, loads of different challenges, plus the now trademark Namco extra home features. I almost forgot the most important thing – this game is FUN! A real party game which anyone can play. PB may not have the recognition of *Time Crisis*, but for my money, it's a much better game. Try it, and you'll enjoy!

ALEX HUHTALA

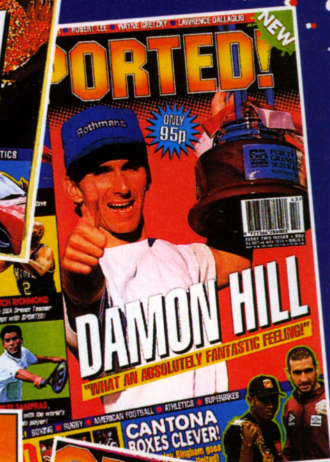
RATING



How do you follow up Time Crisis? Easy, with fun, fun, fun. This may be too cute for some, everyone else prepare to go light-gun crazy!

SPORTED!

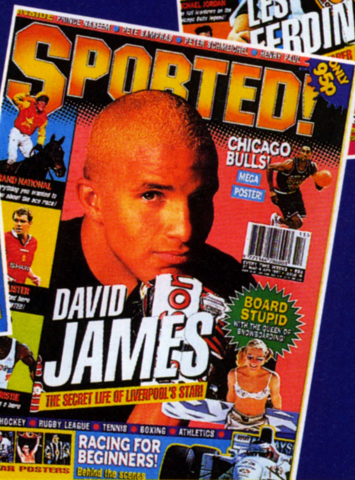
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PETE SAMPRAS TENNIS

Codemasters are releasing this and *Jonah Lomu Rugby* on the Codemasters Classics label, which means you can pick them up for just £12.99. A bargain? Well, *Sampras* isn't the best tennis game we've ever played, but it looks nice enough and it's certainly feature-packed: doubles matches with up to four players huddled around the keyboard, eight international stadiums with umpires that shout at you in the local language (if you like), and computer opponents who adapt to your game. The 3D players are all motion-captured, but this can get in the way. Whenever you play a shot they go through backswing animations and you have to learn to compensate for these in your timing. Aside from that slight annoyance, this is fine, and if summer has got you in the mood for woolly ball action, you can't go wrong at this price. **PAUL GLANCEY**

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Not the best tennis game ever, but it's not like PC owners have much of a selection .

PC CD ROM



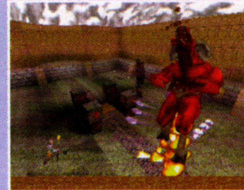
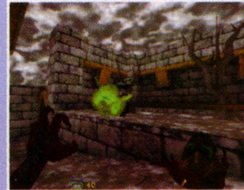
HEXEN II MISSION PACK: PORTAL OF PRAEVUS

Hexen men, Raven Software, have produced this add-on pack themselves, creating a sort of epilogue to *Hexen II*. Eidolon's death has left the Top Evil Guy slot open for a necromancer called Praevus and he has plunged the land into an eternal winter. What you get is 15 new levels which work around two different hubs set in Blackmarsh and Tibet.The four original characters are joined by the Demoness, a magic user who has to collect runes to use her powers of flame and acid missiles. Her top weapon is the Tempest Staff that launches lightning balls at her foes; or in Tome of Power mode, fires a stream of electricity that jumps from target to target, frying everything in sight. As in the original game, the levels are cleverly designed and presented, and if you have a 3D accelerator you're in for a treat. Essential for anyone gagging for more *Hexen* action. **PAUL GLANCEY**

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Eidolon has copped it, but the land has been plunged into eternal winter. So wrap up warm.

PC CD ROM



ARMOR COMMAND

This is the work of Edward Kilham, who was behind such LucasArts hits as X-Wing and TIE Fighter and, frankly, we'd expected better of him. *Armor Command* is like *Battlezone* without the shoot-'em-up action and the compelling plot. Terran forces are doing battle with vicious aliens (you can play either side), and you have to go about setting up bases on distant planets, mining resources and building tanks and aircraft to see off the opposition. You can direct your forces from a bird's eye view or a 3D battlefield view, using a clever but annoyingly fiddly control system. Aside from that, *Armor Command* doesn't offer much that's new. If it had come out six months ago, before *Battlezone* raised the standards, this might have created a stir, but now it's just another in a long line of *C&C* clones. It looks better than most but it's no more exciting. **PAUL GLANCEY**

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Remember, kids, 'armour' is spelled with a 'u'. These Americans and their slack spelling... Tsk!

PC CD ROM



MICRO MACHINES V3

This was a big hit on PlayStation last year, but it's taken this long to finish the PC conversion, which comes complete with 3D accelerator support and a multiplayer network race mode. For the benefit of newcomers, the idea is that you have to race toy trucks/tanks/F1 cars (there are 32 varieties of vehicle) around tabletops and desktops, down the beach and up the garden path. Occasionally you get weapons to stall the other players but generally it's simple enough to play. The only thing more impressive than the 3D graphics (accelerated or not) is the quantity of fun-power *MMV3* generates with its numerous game modes, including Keepsies races in which you win vehicles, and a wide selection of multiplayer games (up to six players on one PC – four on two joypads and two more crowded around the keyboard). Simply excellent stuff. **PAUL GLANCEY**

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It took a long time to bring this game to the PC, but the result is well worth the wait.




GHOST IN THE SHELL

Manga fans will know the *Ghost in the Shell* animated movie and *Dark Horse* comics, about a squad of terrorist-busters riding around in beetle-like tanks. That's exactly what you get to do in this game. There are 15 missions which set you a variety of tasks, such as breaking into a heavily defended warehouse or dashing through enclosed arenas disarming time bombs. Your craft's weapons are basic – machine guns, homing rockets (which are a bit temperamental to lock on) and a grenade launcher – but more interesting is its ability to climb walls and hang from ceilings. Comparisons to *Descent* hold true – it can be just as disorienting when you're clambering around pipes upside down. This is good fun – out of the ordinary but challenging. And fans will enjoy the FMV that has been created just for the game. **PAUL GLANCEY**

3D SHOOTING
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Manga fans will be familiar with the basic idea of this ordinary but challenging game.




REBOOT

ITV's CGI cartoon becomes a pretty but simplistic arcade shooter. In a bid for ultimate power, evil Megabyte is causing Mainframe (the world inside a computer) to disintegrate. As the system gets corrupted, rips in the local space-time continuum appear, and you, playing heroic Bob, have to find them and stitch each one up within a two-minute time limit. This entails surfing through the streets of Mainframe on a floating skateboard, blasting Megabyte's robotic peons and jumping around platforms and obstacles. The levels, though small, are nicely designed and the TV show's look has been successfully carried over to the game. There really isn't that much to the gameplay, though. Just find a tear, seal it, then mooch about till the next one appears. There's enough here to keep the show's target audience entertained, but anyone over the age of 12 will be looking for more. **PAUL GLANCEY**

3D BLAST
OUT NOW
BY EA
1 PLAYER

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



It's an impressive TV show, but the game is likely only to appeal to the under-13s.




CARDINAL SYN

At first glance, Sony USA's attempt at a *Soul Blade*-style fantasy fighting doesn't look too original. The blade-armed combatants have high, mid and low attacks that can be strung together for gory combos and juggles, and a shield defense move which can reverse attacks and let you initiate throws. More interesting are the 'interactive' arenas. Some are enclosed so you can stun your opponent by slamming them into a wall, and you can boost your chances with power-ups hidden in chests. Each arena also has hazards such as runaway minecarts and archers who fire through arrow slits at you. Unfortunately, this kind of gimmick turns off the hardcore PlayStation crowd, who prefer a more spectacular array of moves and more precise techniques than *Cardinal Syn* offers. It's a nice beat-'em-up, but it's hard to imagine anyone choosing it over *Dead or Alive* or *Tekken 3*. **PAUL GLANCEY**

GARGOYLE FIGHTING
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Cardinal Syn has tough fight on its hands against the likes of *Tekken 3* and *Dead or Alive*.



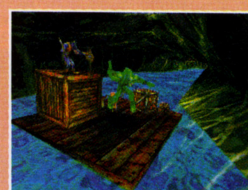

DIE BY THE SWORD

This is *almost* one of the cleverest adventure games we've seen. You play a knight stuck in caverns full of Kobolds and Orcs, which you must viciously dismember or decapitate. The level layouts are great, full of surprise ambushes, traps, special rooms and secret passages, and there are some clever set-pieces which score you extra points if you complete them correctly. The graphics are great with a 3D accelerator, the music is moody and the voices are fun (*Austin Powers* star Michael York is your mentor during training). So what's the problem? The mouse-driven sword control. It's horribly unwieldy, which must be why the programmers included a simplified keyboard 'arcade' mode that lets you win most battles by repeatedly jabbing the '5' key. There's a multiplayer arena battle where you can practise fighting with the mouse if you must, but the quest is definitely where most of the action is. **PAUL GLANCEY**

ACTION RPG
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Pretty cool, but if the daft combat system had been fixed this would have been Very Cool.

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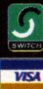
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